

N64 MAGAZINE
MORE GAMES! MORE PAGES! MORE TIPS! MORE CHALLENGES!
The UK's best-selling independent Nintendo mag!
N64
MAGAZINE
FIRST EVER SHOTS!
THE WORLD IS NOT ENOUGH
REVEALED INSIDE!
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ISSUE 41


Hydro Thunder
FINISH
Burn Water!
THE NUMBER 1 ARCADE SMASH POWERS ITS WAY HOME.
IT'S THE MOST INTENSE RACING ACTION YOU'LL EVER FEEL!
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"If you're after an insane wet and wild, high-powered racer, then dive in and take the plunge!"
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THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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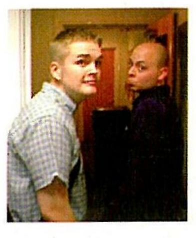
To find out why it's going to be fantastic jump to p120

WELCOME TO N64 MAGAZINE

At 124 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- **Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.**
- **N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.**
- **Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.**
- **The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.**
- **We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.**
- **Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.**

Don't be fooled by feeble imitations!



Stadium-filling...

You've arrived just in time to see the N64 take off again. Admittedly, the past few months have seen a resurgence in our favourite console's fortunes – ***Resident Evil 2*, *Top Gear Rally 2* and *Ridge Racer 64* all contributed to a spectacular post-Chrimbo period – but, with the arrival of this month's fab *Pokémon Stadium*, things are about to get *even* better.**

Our brain-meltingly huge 12-page review of *Stadium* should just about take care of any questions you might have about Nintendo's first N64 Pokégame, and there are three other crackers in Arena this month: first up, stealth-fest *WinBack*, then the finger-crippling *Track & Field*, *and*, the bodaciously ace *Tony Hawk's Skateboarding*. We've also got the three-years-in-development *Daikatana*, and – *stop press!* – the very first shots of ace-looking *The World is Not Enough*, so if anyone even *dares* spout off about the N64 being finished, you can now *officially* laugh in their stupid faces.

Oh, and I almost forgot: due to an administrative error, Jes and myself have been erased from **N64**'s databanks meaning, from next month, **N64**'s going to not only have a new Editor, but also – if all goes to plan – a new writer with a highly reflective forehead. Sniff. Have fun!

Tim Weaver
Editor

Just look what we've got for you this month!



N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

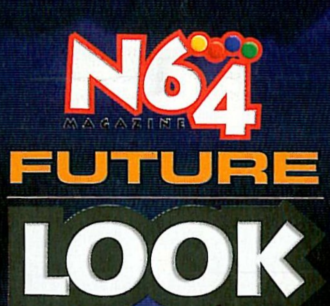
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Issue 41, May 2000









Your first look at the *BIG* new N64 games!



N64 MAGAZINE FUTURE LOOK

Your first look at the B... new N64 games!

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16! GO! GO!



Hmmm. Some kind of jumping/rolling manoeuvre. Bundle!

This lengthy horse race against Ingo 1 and Ingo 2 looks absolutely fantastic.

What's the secret of the shipwreck? We're breathless with excitement at the possibilities.

Link's in a dungeon here, as the little key icon demonstrates.

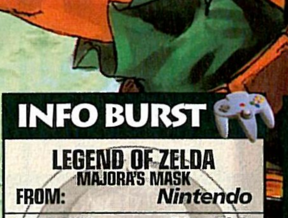
Unlike the last game, evil plants grow underwater.

LEGEND

It might have undergone a bewildering name change courtesy of Nintendo of America – 'Majula' must have a dodgy double-meaning in the US that we're totally unaware of – but the second part of Link's N64 saga is looking as superb as ever. And it's out in Japan in just four weeks time: mind-boggling when you consider the agonising three year wait we suffered for *The Ocarina of Time*.

Link is jettisoned to an alternate Hyrule in *Majora's Mask*, and these new shots demonstrate just how alternate it is. While familiar enemy faces are two-a-penny – wave a grudging hello to those pesky Deku Shrubs and their nut-catapulting ways – the scenery in this topsy-turvy world is surprisingly garish, with pastel-coloured buildings and stripey garden walls that wouldn't look out of place inside Pat Sharp's Fun House. Hyrule hasn't undergone a *complete* renovation, though – you can clearly see the ominous Death Mountain in the distance of one of the pics, one of many *Ocarina of Time* landmarks that promise to pop up on *Majora's* map.

Press the magazine to your nose and you'll just



INFO BURST

LEGEND OF ZELDA MAJORA'S MASK	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT? US: Christmas, UK: –, Japan: May

ANTICIPATION RATING: 5/5

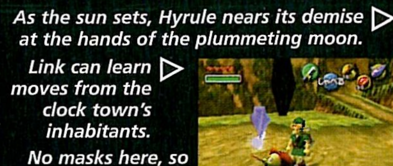


Get your hands on your horse by chatting with Malon at the stables.



A twin Ingo bit. It's wonky facial hair city in this game.

Zora Link can learn to play the drums from this fat fellow.



As the sun sets, Hyrule nears its demise at the hands of the plummeting moon.



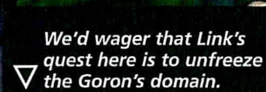
Link can learn moves from the clock town's inhabitants.



No masks here, so this could be one of the first fights.



Goron Link seems to spend most of his time hanging around the wintry sections.



We'd wager that Link's quest here is to unfreeze the Goron's domain.



No matter what his disguise, Link never ditches his nifty gauntlets and boots.





Why's the face of the skullkid stamped on these route-blocking stones? Time will tell...

OF ZELDA
MAJORA'S MASK
mask force



There's the laughing guy from the original Hyrule Market. And could that kid with the numbered shirt be a jockey of some kind?

be able to make out the new tools of Link's trade. There's at least one new type of sword, comprised of two distinct – but equally disturbing – cutlass blades, which the young Kokiri lad unsheathes in the frozen ice world. Version 2.0 of the Fairy Bow is at hand, too, looking to be more sturdily constructed than *The Ocarina of Time's* arrow-launcher, and available in a miniaturised form in order for child Link to get his teensy hands around it. Most exciting, though, Hyrule welcomes the invention of the telescope, handy for zooming in for a closer look at patrolling guards in the new-look Gerudo Fortress.

MASTERY *Link peers across a vast ocean at a mysterious shipwreck miles away in the distance, begging you to swim over and explore.*

The new shots give us more clues as to what exactly Link will get up to during his quest – learning the drums from a Zora sitting on a monstrous clam-shaped stage, taking part in a breathlessly exciting horse race through a tree-filled wood against *two* versions of Ingo, and lopping trees and firing arrows in a mini training area. Perhaps most exciting, though, is what we can't *quite* see. The first town is filled with houses and shops whose insides have yet to be revealed, and, in one shot, Link – wearing his Zora disguise – peers across a vast ocean at a mysterious shipwreck that lies *miles* away in the distance, begging you to swim over and explore. Make no mistake – for *Majora's Mask*, Nintendo's masterful level designers are at their brilliant best.

Shigsy's role on *Zelda II* is restricted to poking his head around the corner every so often and nodding his approval, but we're just as impatient for *Majora's Mask* as we were for its prequel. Not too long to wait now...

TO BE CONTINUED... More shots of *Majora's Mask* next issue, and – hopefully – a review in **N64**/43.

FIRST EVER SHOTS OF EUROCOM'S BOND-BASED SHOOT-'EM-UP!

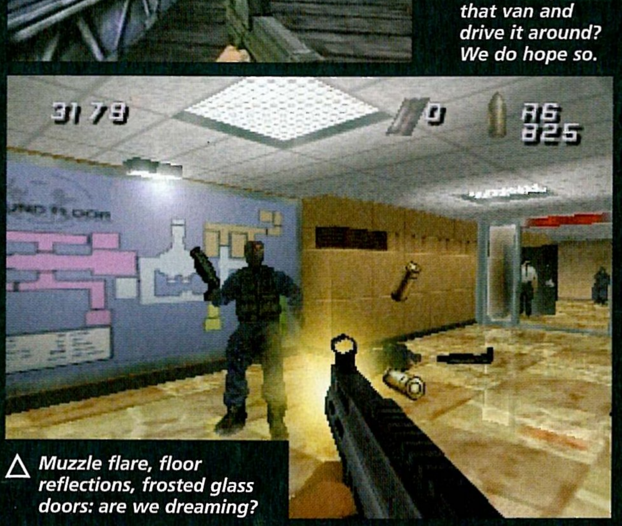




Will Bond be able to hop into that van and drive it around? We do hope so.

Enemy soldiers are at as much of a disadvantage as you in the darkened forest – with night vision goggles, you can sneak up behind and cap them in the back of the neck.

Looks like an innocent MI6 employee watching from afar in the corner there – he'll need protecting.



Muzzle flare, floor reflections, frosted glass doors: are we dreaming?



So, the rumours *were* true. Rare might have released their grip on the James Bond licence to work on *Perfect Dark*, but the talk of a *The World is Not Enough* game on the N64, developed by *Duke Nukem: Zero Hour* helmers Eurocom, turned out to be spot on – despite the pitiful denials from potential publishers.

As predicted, Eurocom have cannily chosen to clone Rare's work on *GoldenEye*, rather than risk wasting the licence on a multi-genre mess of a game – à la EA's *Tomorrow Never Dies* on the PlayStation. As a result, *The World is Not Enough* is effectively an unofficial sequel to *GoldenEye*, with control of James Bond from a first-person viewpoint, a selection of weapons and Q-built gadgets borrowed straight from Bond's murderous heritage, *and* a variety of sprawling environments and brain-blending missions which remain astonishingly faithful to scenes and set-pieces from last year's blockbusting movie.

The first level demonstrates Eurocom's breathtaking attention to detail. As Bond steams towards the London dockside on a speedboat – past cargo boats floating on the Thames and underneath bridges heaving with moving traffic – you can use your zoomable sniper rifle to pick off guards on the shore. Your activities don't go unnoticed for long – as you reach the docks and disembark, the air fills with bullets, allowing you to crank up your Magnum .44 and hear the agonised yell of scores of dying enemies. Then, it's onto the civilian-packed streets of the capital, where more guards attempt to pick you off from raised balconies.

TWINE is packed with action to rival *GoldenEye* itself, and the animation throughout is staggering. Guards surrender, run off for help or writhe in pain, there's an individual reloading animation for every

THE WORLD IS



INFO BURST

THE WORLD IS NOT ENOUGH

FROM:	EA
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Autumn		TBA

ANTICIPATION RATING





Nice to see Eurocom doing away with Bond's wimpish slapping when he runs out of ammunition.

Not all soldiers have itchy trigger fingers. This one's surrendering.



That MI6 guard is on your side, so keep him alive for as long as possible.



The scenery has a much crisper feel to it than GoldenEye – the product of Eurocom's excellent work on the Duke Nukem: Zero Hour engine.



Ceiling-mounted monitors to blast away at. Yay!

These are early shots – expect TWINE to look even better when it's done.





It's dark. But move too fast and guards can track you via the sound of your footsteps.

one of Bond's 40 weapons, and all 10 mammoth worlds – from the corridors of a bomb-stricken MI6 to the darkened forests of Azerbaijan – show off a stunning repertoire of lighting, reflection and shadow techniques. Everything's pleasantly 'solid', too, with the guards in particular having a comfortingly chunky feel. And remember, this is all *without* the optional Expansion Pak. Incredible stuff.

The controls are classic *GoldenEye* – with the option to switch to the *Turok* system if you so desire – but what *is* new is the addition of a jump button, which brings with it the chance to leap over enemy bullets to avoid damage, and a much greater emphasis on the kind of stealth seen in *GoldenEye*'s Bunker levels. You can actually *hear* your footsteps as you move, and if you wrench the analogue fully forward, guards will pick up on your echoing steps and track you down in seconds.

Add to that a four-player multiplayer to rival Rare's own – with, intriguingly, power-ups parachuting from the sky – hordes of controllable vehicles, and hours of crystal-clear in-game speech, and *The World is Not Enough* is something worth getting very excited about. James Bond has most *definitely* returned.

SOUNDS You can actually hear your footsteps and, if you run, guards will pick up on your echoing steps and track you down in seconds.

NOT ENOUGH
00-heaven

It's a veritable guard party – and there's no sign of any framerate issues.

Keep an eye out for the truly horrifying death animations.

TO BE CONTINUED... All being well, there'll be a Special Investigation of *TWINE* next issue.

QUICK JUMP TO ▶ RETROWORLD p14 NEW GOODS p13 N64 QUIZ p12 PREVIEWS p16

2001: A Dolphin Odyssey

Predictable delays abound – but Dolphin is definitely 'on'...

After months of 'will they, won't they' speculation, delegates at this year's Game Developers Conference heard Nintendo announce that Europe and the States definitely won't be seeing Dolphin this year. The machine's US launch has been delayed until the first half of 2001, and we won't see it here for another six months after that.

The announcement was made shortly after Microsoft revealed its X-Box console, a turbocharged PC in the shape of a gigantic chrome X with a lava lamp in the middle (the final design may be subject to change), scheduled for a worldwide launch in the second half of 2001. While Nintendo's tardiness may be frustrating, particularly in the light of the hot competition for the next-gen console market, at least it will allow developers time to come up with some premium quality games.

The machine is still scheduled to launch in Japan at the end of this year, and the first games are likely to be reminiscent of the PlayStation 2's unimpressive but commercially successful launch titles – driving, fighting and mah jong games which traditionally appeal to the Japanese. The really juicy stuff such as Miyamoto's *Mario* sequel will be released during the US launch, and by the time Dolphin hits Europe there will be a decent selection of 'must have' games to go with it.

Third party titles will play an important part in ensuring Dolphin's success, although it's still unclear just how many third parties have actually got hold of real development kits. Companies like Saffire (turn the page to see what *they* think Dolphin will do) are producing Dolphin games on PC 'middleware', and at the GDC Nintendo handed out bags printed with 'I'm a Nintendo Dolphin developer – dev kit enclosed'. Inside the bag, a toy dolphin.

Nintendo's sense of humour sometimes isn't appreciated by the industry bigwigs, but their legendary paranoia has always served them well. Every other console manufacturer, particularly Microsoft, would kill for a look at Dolphin's controller right now. The X-Box prototype came with an appalling controller that creaked and groaned when it was squeezed, and an analogue stick that could best be described as evil. And nobody will get a look at what Shigsy has done with for the Dolphin pad until very close to the machine's Japanese launch. 


Those handy development 'kits' – third-party publishers were no doubt well amused.

DOLPHIN TIMELINE

What's happening when in Dolphin's eagerly anticipated lifecycle...

MAY 2000
The E3 show in LA presents a perfect opportunity for a grand-scale Dolphin announcement. Expect Nintendo of America to outline the machine's specs and, possibly, show the console's potential off behind closed doors to important third-party developers like Namco.

AUGUST 2000
Japan's summer Space World show has been confirmed as the grand unveiling for Dolphin. Games from the likes of Nintendo, Rare, Retro Studios, NSTC, Factor 5 and Left Field will be on show in Tokyo, as well as – more prominently – some surprise titles from Japan's heavyweight developers.

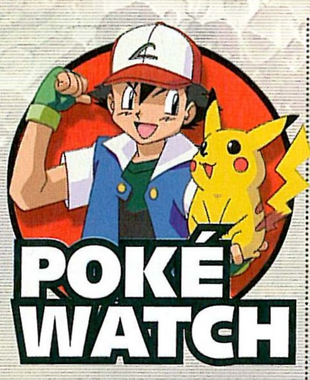
DECEMBER 2000
The launch of Dolphin in Japan. Although the Western launch date has slipped to 2001, the release of the console in the East this year remains a must. Nintendo will have key titles ready, though not a Mario game, and the launch line-up will include a beat-'em-up and racer.

APRIL 2001
Could the US and UK have simultaneous launch dates? The chances are slim, and Nintendo are primarily concerned with getting the machine into the States at Easter. Again, key titles will be available at launch, including Rare and Factor 5 stuff, plus translated Ninty games.

SEPTEMBER 2001
A more likely scenario for the UK and Europe is a September launch, leaving the console to go up against Microsoft's new X-Box. The downside is, obviously, the length of time we have to wait; the upside is that, by the autumn, the machine will probably have 10 or 12 exceptional titles.

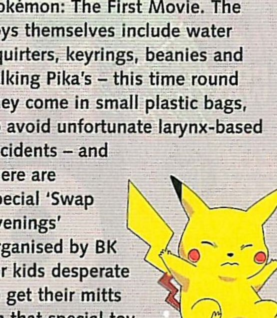
BUT, REMEMBER!
Keep half an eye on the Australian launch date. Nintendo in Oz are pretty on the ball and tend to get things much, much earlier than their UK counterparts (just look at The Legend of Zelda). Dolphin could be available down under – and in PAL format – possibly as early as May or June.





POKÉFOOD 1
Pokémon... are back in Burger King

With the fuss over children choking on miniature plastic Pokéballs having died down, Burger King in the US are re-launching their Pokémon Happy Meal promotion. Sitting alongside the usual meat patty sandwich and lard-soaked chips, BK customers will find one of 57 different Pokémon toys, a sheet stamped with replicas of the ever-popular trading cards, *and* a money-off coupon towards the video of Pokémon: The First Movie. The toys themselves include water squirters, keyrings, beanies and talking Pika's – this time round they come in small plastic bags, to avoid unfortunate larynx-based incidents – and there are special 'Swap Evenings' organised by BK for kids desperate to get their mitts on that special toy.



POKÉFOOD 2
Pokémon... play bowls

Weighing in at $2.49 a packet and "fortified with 12 vitamins and minerals" comes the Pokémon Cereal from Kelloggs. The name of the breakfast snack is a mouthful in itself – Pokémon Toasted Oat Cereal with Marshmallow Pieces – but for your money you can gorge on oat rings (à la Cheerios) and four different types of marshmallow bits, in the shape of Poliwhirl, Ditto, Oddish, and – yep – little Pika. It joins 15 other Kelloggs products emblazoned with Pokémon imagery, and comes hot on the heels of American children being encouraged to 'scarf down' (?) on 'Cap'n Crunch' (??) to earn Pokémon cameras and watches.

Perfect Promo

DataDyne website exposed!

Regular net users will have noticed some spooky goings on over at datadyne.com. The site has been around in one form or another for ages, looking for all the world like an ordinary corporate web page – it even appeared to be part of Microsoft's online empire. But recently a 'restricted access' area popped up, the entry codes for which were 'leaked' by an anonymous source, revealing one of Nintendo's best and sneakiest ad campaigns yet.

The main site features page after page of corporate yawn, detailing the company's commitment to education and the environment, along with its policy against animal testing and its connection with Third World charities. It's very convincing, with a careers page offering job opportunities in everything from accounting to nuclear physiology (whatever that might be). The interview pre-screening process includes DNA examination and self defence skills evaluation, and DataDyne's recruitment team are currently touring America's universities in a sinister-looking truck.



After accessing the DataDyne website, you can play the video.

Things start to get really Blair Witch when you go to the restricted access area. By using the ID code of one JamesTann07 (8CR31D29) it's possible to get an insight into the life of a DataDyne security officer.

There are company email announcements, including details of the departmental softball tournament and Mr Tanner's weekly schedule.

There's also an urgent message from DataDyne's head of security informing high level staff of a break in. Apparently a female, approximately 5'8" with short brown hair, was caught on video, entering a restricted area. There was a fire and a large number of casualties, the bodies to be 'processed' in accordance with the company's code of ethics. All surviving officers have been relieved of their duties, and the message refers to the company policy on covering up such embarrassing incidents. It's fantastic stuff, and remains believable throughout.

Best of all, you can watch the surveillance recording of the woman making her way through the DataDyne building. The locations on view look remarkably similar to their in-game counterparts, as these pictures demonstrate. Nintendo have always had a reputation for making great websites to accompany their games, but this one really is a work of art.

Get on the net and check it out while you can...

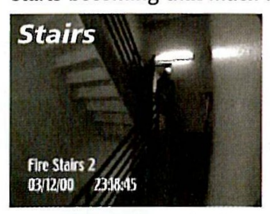




The main page of DataDyne's web page. It all seems normal until you get inside.

Infiltrating DataDyne

Enter the password and play the video and everything starts becoming that much more clearer...



Watch Joanna take the stairs in DataDyne HQ.



Then watch as she does the same in Perfect Dark.



Disconnecting the CCTV cameras in the lab...



...and killing bad guys in the same place.

DOLPHIN SPEAK!

The fifth in our monthly guide to overly complicated Dolphin jargon...

No.5: S3TC

If levels in a game are going to have plenty of variation and realism, you need lots and lots of textures. But textures take up masses of memory, and the more of them you have, the more work the machine has to do in order to get them off the disc, into the graphics memory and onto the screen. S3TC is an advanced compression system that reduces the amount of memory taken up by textures without losing any image resolution. Graphics can be squeezed into a sixth of their normal size, and the process is handled transparently by the S3TC hardware. Unlike other next-gen consoles, the Dolphin's processor doesn't have to mess around with the time-consuming number crunching required to squish and unsquish the textures. What this means for us is that Dolphin's games will look far sharper and more richly detailed than their equivalents elsewhere.



Unreal on the PC, a game that supports S3TC technology. You'll only be able to get this quality of textures with S3TC.






POKÉFOOD 3

Pokémon... get saucy

Heinz in America will soon be producing Special Edition batches of their tomato ketchup, with the smiling face of Pikachu stamped on the bottle, along with four other Pokémon. And it's nice to see that BK aren't the only company encouraging kids to fill their bellies with junk – take a bag of fries or frozen spuds to the checkout with your sauce and you'll earn money off the Pokémon video. Again.

ATTRAPEZ-LES TOUS

Pokémon... multi-lingual

After a battle over Nintendo's failure to supply a French version of *Pokémon* in Canada, it looks like a compromise. Nintendo's Canadian website now has a big French Pokémon section. You can only actually play the games in English and Japanese though, so Celine Dion and chums had better attend classes if they want to stand a chance of becoming the world's meilleur entraîneur.

There's more



on page 14





The N64 Quiz

Fifty sniffers? Don't mind, cheers...

Money's great. Without it we wouldn't be able to buy our favourite N64 games. Or eat and drink (unless you like berries and stagnant water), which is probably a bit more important than games. But not much.

No matter, 'cos we've got fifty squid for grabs! Answer the following and you could be dining like a king. Or playing a game. Whatever you like.

1	*Fighting Pokémon are effective against which other type of Pokemon?*
2	*Which game contains the "world's worst in-game commentator"?*
3	*"Different name, same great game". But which game?*
4	*Which member of Team* **64** *holds a deep and abiding affection for Snorlax?*
5	*What is the RT Savalou?*
6	*What piece of vegetable can you play as in Resident Evil 2?*
7	*"Hate Triangle". Which game?*
8	*What did David Newell send us?*
9	*Which Game Boy game has a two-player mode that tickles Kittsy's fancy this month?*
10	*"Look at his little brown boots!" Which Pokémon?*

HOW TO ENTER

Using the power of your mind and fingers, send your answers to the address below...

Good Golly Quiz Folly: May Lord, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

1. The closing date is 21st May.
2. Employees of Future Publishing can't enter.
3. The winning entry will be plucked from Tim's gerbil-like cheeks.
4. The Editor's decision will be final, and hopefully not as dangerous as the one about "poking the bear with a stick".
5. Hello, nerds.

Last month's winner was:

Neil Wooding, Kent

The N64 Quiz *My answers are as follows:*

1. ____________ 6. ____________
2. ____________ 7. ____________
3. ____________ 8. ____________
4. ____________ 9. ____________
5. ____________ 10. ____________

Good, no? Oh, and you'll probably be wanting this too...

Name ____________ *Address* ____________

____

____________ *Postcode* ____________ N64/41

Bang On!



Dolphin visuals showcased in first-person shooter...

Using a PC that matches the power of Dolphin, US developers Saffire have released a movie of their planned futuristic first-person shoot-'em-up, showing what Nintendo's next console will be capable of – and the results are absolutely staggering.

The game, which has yet to be named, will be similar in feel to *Rainbow Six* – the game which Saffire converted to the N64 – with a heavy emphasis on stealth and team planning, though the movie also has elements of *GoldenEye* and PlayStation spy sim, *Syphon Filter*.

Showing off some jaw-dropping hi-res graphics, with *incredible* real-time lighting, the movie displayed a wealth of staggering set pieces, including the storming of a New York subway train using infra-red sniper scopes. One gorgeous section had soldiers picking off terrorists inside the carriage while light from the tunnels plunged the train car into darkness and then into light, over and over again. The effect was dazzling.

The potential for PlayStation 2-beating visuals is instantly obvious, just from 60 seconds of movie. And just think: if Saffire can do *this*, what could Rare and Nintendo do?



In stills, this looks great. In motion, it looks unbe-ruddy-lievable.

The character detail is really quite incredible. Look at his face!



Picking off terrorists inside the subway carriage. The strobe lighting is bleeding brilliant.



Ace, this. You get on the train tracks and pick off the driver with a Sniper Rifle.

NEW GOODS

in association with WICKED WARE Call them on: 01993 844885



POKÉMON MINI-SKATEBOARD

www.toysrus.com • $4.99

Kittsy was especially enamoured with this, having spent most of the month pulling off 'ollies', the odd 'stalefish' and the occasional 'grind' on *Tony Hawk's Skateboarding*. Although simply a Pokémon-ised version of the finger-boarding executive toy that's been doing the rounds for a while now, this piece of tat benefits immensely from having a pocket monster emblazoned on the underside of the board. We're particularly proud of our posing Machamp, although there are several other Pokémon boards available. You can even, with the minuscule wrench included, change the wheels, which is a nice touch. Tat in every sense of the word, but quite cute with it.



POKÉMON CANDY CATCHER

America • around $5

Remember those old Pez dispensers? The ones, usually with a Disney character's head, which, when pushed back, churned out a small sweet? Well, that's pretty much what this is, albeit with a honking great Pokémon on top instead of Goofy's gormless expression. In fact, this doesn't only dispense a sweet, the Pokémon actually bends over and picks up the sugary pellet between its little paws. Great stuff, although it's a messy way to eat sweets as you'll inevitably end up slobbering all over Charizard. We got sent this from an American contact, so we're not exactly sure where you can get one (aside from US newsagents), but scour www.toysrus.com or alternative American toy sites and you might strike lucky.

86%



POKÉMON WATCH

www.trendmasters.com • $15

Yes, we know how hideously unfashionable digital watches are, but this is a digital watch with a difference. And that difference is… Pokémon! Yes, Nintendo's global playground craze has wormed its way onto personal wrist chronometers everywhere. Three designs are available – we've got a Squirtle watch, but the range also features Pikachu and Charmander – and each has a simple Pokémon animation on the watch face. Also, pressing one of the side buttons makes the watch scream out the Pokémon's name in a disturbingly distorted manner. Very worrying indeed.

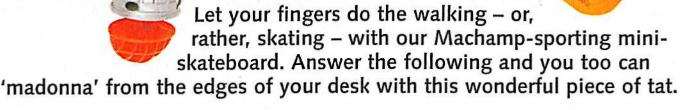
68%

NERF GUN

Hasbro • 0800 328 7007 • Around £10

A little mindless violence never hurt anyone, which is why the **N64** office has turned into a warzone this past month, with foam darts flying every which way. Yup, we got our hands on some splendid Nerf guns, and what fun they are, too. The handy lever on the bottom of the handle can be used to pump air into the gun, building up firing pressure. And just one press of the trigger dispenses five foam projectiles over a distance of up to 10 metres – just far enough to invade Wil's desk space at the end of the office while cowering behind our huge TV. Top stuff, even though the gun isn't quite powerful enough to make the sucker-tipped darts stick to anything.







HYDRO ZAP GAME

Mattel • 01628 500 000 • £9.99

If your memory stretches back to the early eighties, you may well remember an electronic toy called 'Simon', which was basically an electronic version of, um, Simon Says. Well, this Hydro Zap game is a novel update, the aim being to press certain buttons as soon as the lights above them come on, in increasingly tricky sequences. The twist, though, is that should you make a mistake, you get sprayed in the face with a jet of water. How we chuckled when Greener's clumsy finger bashing earned him a thorough soaking. Good, clean, wet fun.

88%

POKÉMON SWEETS

Japan Centre Bookshop • Piccadilly • Various prices

Those of you with a sweet tooth may well appreciate this sickly Pokémon confectionary. Of the assortment that we gorged ourselves on, Team **64**'s favourites were the two shown here – namely, the Poppets-style chocolate things (whose boxes come adorned with the new monsters from *Pokémon Gold* and *Silver*) and a Togepi lollypop which, like Sherbet Dib-Dabs, comes complete with its own dipping substance. Except in this instance, it's that exploding space-powder stuff, which is great fun, if a little disconcerting. The picture on the back of the packet seems to show Ash being electrocuted by the stuff… which is slightly worrying.

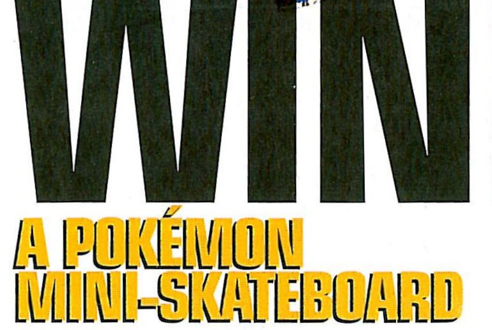


78%



WIN!

A POKÉMON MINI-SKATEBOARD



Let your fingers do the walking – or, rather, skating – with our Machamp-sporting mini-skateboard. Answer the following and you too can 'madonna' from the edges of your desk with this wonderful piece of tat.

Which word is missing from the following phrase?
"Pikachu, I choose…"
a) bananas b) you! c) a life-threatening disease

Answers on the back of a postcard to:
"Duuuuuude, don't even go there!" Competition,
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
To reach us no later than 17th May.
The first correct entry from the hat gets the 'board.



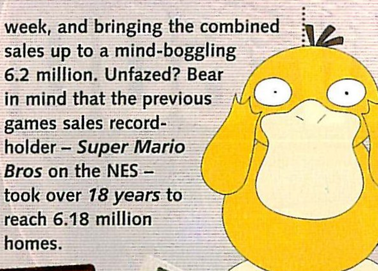


VIDEO TASTY
Pokémon... in Willy Wonka-style compo

Still in America, Warner Bros are offering all sorts of Pokémon-related goodies to whoever finds a shimmering golden ticket hidden inside their video or DVD copy of Pokémon: The First Movie. The lucky winners will be stuffed onto a plane to Japan, given $1000 to fritter away at the local Pokémon Centre, and get the chance to challenge Mr Ishihara – the president of Creatures Inc., *Pokémon Red/Blue*'s developers – to a quick round of the Pokémon Trading Card Game. There's also a 1st Edition Team Rocket Set for the ticket holder to bring back.

RICACHU 4
Pokémon... is getting silly

The Japanese are obviously never more happy than when lining the pockets of Miyamoto and friends. *Pokémon Gold* and *Silver* are back up to numbers 3 and 4 in the all-format games chart over there, selling 80,000 copies in just one week, and bringing the combined sales up to a mind-boggling 6.2 million. Unfazed? Bear in mind that the previous games sales record-holder – *Super Mario Bros* on the NES – took over *18 years* to reach 6.18 million homes.



RETROWORLD

A double-bill of classy Konami classics.





TRACK & FIELD
Konami • 1983

The snapped fingers and numb wrists we were nursing after International *Track & Field 2000* this month brought the memories flooding back. Back in 1983, the original *Track & Field* coin-op invented the button-hammering athletics game, to the detriment of digits worldwide.

The arcade game featured humorously camp competitors taking part in the javelin, long jump, 110m hurdles and a host of other events from the Summer Olympic Games. Two giant, plastic buttons on the arcade cabinet were your means to success – the faster you bashed at them, the quicker your man (there were no female entrants in *Track & Field* competitions) sprinted towards the finish line, making for ear-deafening dins as you attempted a new world record.

Along with the button-bashing, *Track & Field*'s control system for jumps and throws – hold a third button until an on-screen meter reached the desired angle – has remained totally unchanged for the 21st century's N64 version. Thankfully, though, Konami have learned to be a little more lenient on the players – the horrific difficulty of the original *Track & Field* made a humiliating appearance at No. 101 on the high-score table all too common.

Incidentally, if there's an expansion pak snuggled into your N64, you can catch a glimpse of International *Track & Field*'s heritage on the intro screen. The handlebar-moustached athletes from 1983 stroll across the screen carrying an 'Expansion Pak Found!' banner, to the accompaniment of a beepy fanfare. There were tears in our eyes – although that might have been something to do with our lacerated fingers.

METAL GEAR
Konami • 1987

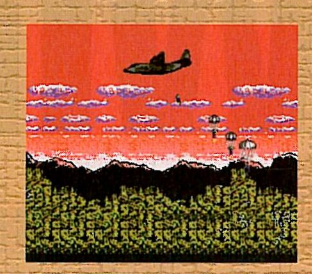
Squint at the screenshots and you could easily believe you're looking at *Metal Gear Solid* on the Game Boy. But these pictures of Solid Snake sneaking past enemy guards and punching dogs in the face are 12 years old, and come from the original *Metal Gear* on the NES.

In fact, Konami's *Metal Gear* originated on the MSX, an ill-fated Japanese computer devised and launched by Sony, amongst others. Developed by Hideo Kojima – the man behind both PlayStation and Game Boy interpretations – it involved Solid Snake's mission to South Africa, and the moody hero uncovering a hideously powerful superweapon, the 'Metal Gear' of the title.

Although Senôr Snake was more gifted in the muscle department than today, his infiltration methods were identical: parachuting into enemy territory (without a gun, for some reason), tip-toeing his way around hi-tech installations, and exchanging pleasantries with 'the ladeez' over his in-the-ear radio.



It's not just the top-down viewpoint of *Metal Gear* that's been borrowed by the Game Boy version, either. Items and weapons like gas masks, infra-red goggles, binoculars and the infamous cardboard box (which you can hide in to sneak past brainless guards) all made their first appearance on Nintendo's archaic 8-bit console. A fascinating slice of retro memorabilia – and Jes found the cart in the local second-hand shop for a mere £5.



Retropreview

SPACE INVADERS
Save the Earth – all over again!

After Crave brought us *Asteroids 64*, Z-Axis are all set to unleash an N64 update of the coin-op that kicked videogaming into the bigtime. The inevitable 3D visuals are married to 100 different levels and 14 different types of Invader, and there's a series of power-ups to make your solo defence of Earth that little bit easier. Interestingly, Z-Axis are promising both co-operative and competitive two-player modes, too. It's 'TBA' on the release schedules, but after waiting 22 years, what's a few more months?



△ *Feel your belly judder with the ominous Invader rumble.*

N64 MAGAZINE

VOTE! Last chance to enter – results in issue 43!

MILLENNIUM READERS AWARDS

Vote for your favourite N64 game of the millennium!

Cast your mind back 12 months and you might recall the astonishingly good *Legend of Zelda* topping 1999's **N64** Reader Awards write-in. But it was a battle to the last with the brilliant *Banjo-Kazooie* and *Turok 2*, and this year's special millennium event promises to be even more of a scrap – especially as you can now vote for your top N64 game of all-time!

Yup, in a two-in-one spectacular, you'll now be able to vote for the best game of the year (that's for the May 1999-May 2000 period – issues 27 to 41 of **N64** – which takes in such classics as *Shadowman*, *Jet Force Gemini* and *Donkey Kong 64*) *and* – for the very first time – vote for what you think is the best game on the N64 *ever*. That's *ever*, mind, so we're talking about *Mario*, *GoldenEye* and *Zelda*, here, plus a host of others including *Mario Kart* and *Lylat Wars*.

All you need to do is fill out both sides of the form below, scribbling in your top five N64 games of the past year and then, even more excitingly, your top five games of the millennium. Just remember your top five games of the year have to be from the period starting May 1999 (that's **N64**/27) and finishing May 2000 (that's **N64**/41, the next issue, on sale 13/04/2000), so the likes of *Zelda* (reviewed in **N64**/23) and *Perfect Dark* (not out until June) don't apply here. However, you can still put *Zelda* into your millennium list!



Yup, just so you've got an extra reason to drop your forms into the post, we've gone and got a limited edition colour N64 into the office to give away to one lucky reader. It's yours – plus a game of your choice – if your form ends up being the first plucked out of the bag. Handy!

cut out and send

N64 MAGAZINE MILLENNIUM READERS AWARDS

	My five favourite N64 games of the year were...	My five favourite N64 games of all time are...
Best game		
2nd		
3rd		
4th		
5th		

My name is: ....

and I live at: ....

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Send to: Reader Awards, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send in a photocopy instead.

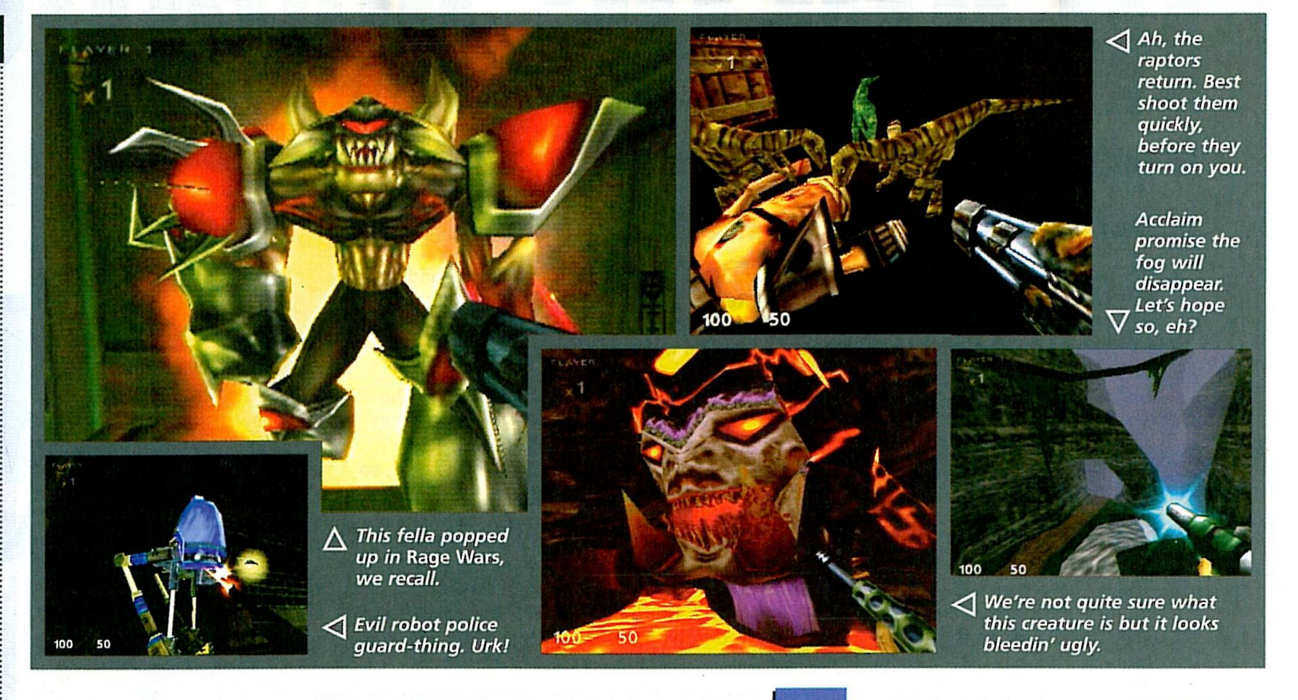
NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

So, two different characters, then?
Yep. Joseph is only 15, so his wee body can squeeze through the tiniest of entrances, opening up vast new secret areas. Danielle's special skill is under wraps, but maybe it'll involve her – get this – being tall.

Doesn't sound that revolutionary...
Perhaps not, but the weapon progression is an excellent idea, while the two-tiered story will mean, if not twice as much one-player fun, then at least some replay value.

How's the multiplayer doing?
Well. It's fast and furious, and includes 36 new arenas, plus another 12 drafted in from T2 and Rage Wars. There's also a new play mode called Colour Tag, which involves you having to change everyone else into the same colour as you. Odd.





Ah, the raptors return. Best shoot them quickly, before they turn on you.

Acclaim promise the fog will disappear. Let's hope so, eh?

This fella popped up in Rage Wars, we recall.

Evil robot police guard-thing. Urk!

We're not quite sure what this creature is but it looks bleedin' ugly.

INFO BURST

TUROK 3

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?



September | TBA

ANTICIPATION RATING

Turok 3

All-new shots from Acclaim's prehistoric punisher!

We'll admit, this batch of new *T3* shots don't show off the potential of the game. Fogging, little background detail, just one weapon and slightly 'suspect' enemies all contribute to the work-in-progress feel. But, it's worth remembering that Acclaim are ***traditionally*** slow starters and it's always the last three months when things ***really*** start to take shape.

Still, *T3* is definitely a lot better to *play* than it is to look at. It's fast, smooth, devoid of framerate 'issues' (the bain of sequel, *Seeds of Evil*), and some of the ideas behind it are pretty flippin' clever. With two characters to play as – Joseph and Danielle – the game works a little like *DK64*, with some areas only accessible to either one of the Fireseeds. The result is a *Resident Evil*-style adventure with two storylines constantly intertwining.

Additionally, each character has two sets of entirely different weapons. Whereas they both start off with the same basic guns, the game *upgrades* weapons instead of offering new ones. So, Joseph's shotgun might upgrade to a Napalm Launcher, while Danielle's might become an automatic. The result is a wider choice of weapons across the two adventures.

We'll have more next month...





Let's hope the camera is a bit more friendly – and a whole lot more useful – than it's been in previous N64 versions.

That's Pommy, your Pokémon-style sidekick.

This manta-ray thing is one of the game's seven bosses.

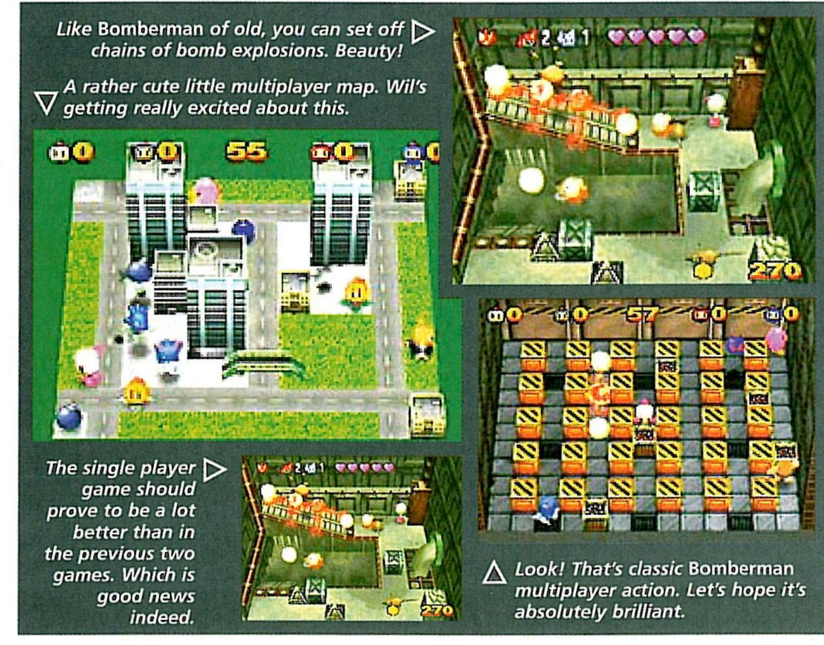
Bomberman The Second Attack

Hudson get "Bombdiggydiggy"...

When we reviewed *Bomberman 64* way back in N64/8, we thought developers Hudson had gone mad. Y'see, the original SNES *Bomberman* was sheer multiplayer heaven, while *Bomberman 64*'s multiplayer was about as much fun as standing in cold custard. The lightweight, sub-*Mario* single-player adventure didn't help proceedings much either.

Well, Hudson appear to be trying to atone for their sins with *Second Attack*, actually their *third* N64 *Bomberman* game after the disastrous *Bomberman Hero* (which we'll gloss over as, unforgivably, it *omitted* a multiplayer). The good news? The single-player game – a quasi-3D *Mario*-style affair – looks set to offer a whole lot more than the previous two instalments, coming complete with seven worlds, multiple routes through the game, a Pokémon-style sidekick that can be controlled by another player, and an upgradeable battle suit. Sounds like fun.

Best news of all, though, is that Hudson appear to be taking *Bomberman*'s multiplayer back to its roots. Simple mazes and powered-up bomb-throwing (and kicking) action is the order of the day, doing away with the needless items from *Bomberman 64* which were required to pick up different bombs – and, best of all, the whole thing looks like it's going to stick closely to the original *Bomberman* multiplayer template. And seeing that that's the only reason anyone ever played *Bomberman* anyway, that's got to be good news.



Like Bomberman of old, you can set off chains of bomb explosions. Beauty!

A rather cute little multiplayer map. Wil's getting really excited about this.

The single player game should prove to be a lot better than in the previous two games. Which is good news indeed.

Look! That's classic Bomberman multiplayer action. Let's hope it's absolutely brilliant.

And so it's with, admittedly cautious, optimism that we look forward to *Bomberman: The Second Attack*. If this proves to be even half as much fun as the legendary original, we'll be more than happy.

Q & A

A Pokémon-style sidekick, eh?
Yup, he's called Pommy, and you get him pretty early on in the game as an egg. You have to hatch him, and he'll then follow you around and help you out. You can power him up by feeding him certain food items.

Intriguing. And a second player can use him?
It's a bit like Floyd in Jet Force Gemini – a second player can control Pommy to shoot enemies, but that's about it. Still...

And the multiplayer's back on form this time, then?
Early reports seem to indicate exactly that. Four players will be able to bomb (ha!) around simple maze-style arenas and blow the stuffing out of each other, just as in the classic SNES encounters.

You got back the legendary treasure of Planet Bomber, the Fire Stone!

Sounds good. And what about the bombs?
You'll find good ol' fire bombs, ice bombs, water bombs (used for putting out fires), lightning bombs and hurricane bombs. Almost a bomb for every occasion, in fact.

INFO BURST

BOMBERMAN THE SECOND ATTACK

FROM:	Hudson
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Summer		Now

ANTICIPATION RATING





Q & A

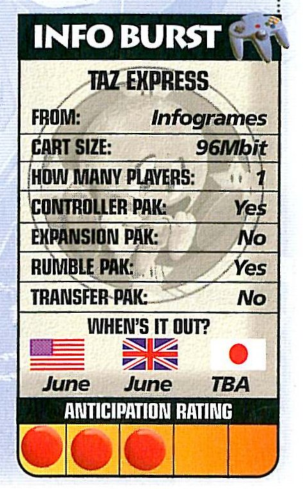
What's all this box business, then?
The crate that Taz carries will return to the start if you crash, fall or drown, so it's important to create a clear path to the finish before hoisting it onto your shoulders. Thankfully, there are 'safe tiles' that you can leave the box sitting on along the way.

Is that it?
Er, yes. Later on, though, you'll need to protect the crate from other Looney Toons characters – by racing against Wile E Coyote, for example, or battling against Marvin the Martian and Yosemite Sam.

Lots of levels, then?
A fair few. The first batch are set in the traditional Warner Bros cartoon desert, but before long the action moves on to sprawling cities, alien planets and the wild, wild west. There are 36 levels in all, arranged into six different worlds.



Can't wait.
Nor can we. It looks like being by far the best Tazmanian devil-based game released on the N64 in 2000 with 'Express' in its title.



INFO BURST

TAZ EXPRESS

FROM:	Infogrames
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
June	June	TBA

ANTICIPATION RATING



Most pieces of scenery can be smashed via Taz's spinning.

Giant pizza in the corner – that'll restore Taz's energy no problem.

Why does the jump pad here send Taz soaring so high? Er... next!

Those knobbly popcorn pieces are the coins of Taz's wacky world.

The infuriating, traffic-filled 'Big City, Small Taz' level. Needlessly tricky, let us tell you.

Look at that fog! Let's hope Zed Two can sort that out...

Taz Express

Zed Two bring out the devil in you.

It's a good year for Warner Bros cartoon characters with speech impediments, then. *Duck Dodgers* and his belly-laugh lisp is already in the pipeline – and looking nice – but Infogrames are also ready to roll out the world's most famous Tazmanian devil in this intriguing platformer from *Wetrix* developers Zed Two.

Taz Express is a little like *Glover* in design, with Taz needing to ferry a delicate wooden crate to a door at the end of each level. It's not as simple as just grabbing the box and making a dash for it, though – a host of obstacles in Taz's way mean he has to dump the crate from time to time and solve puzzles to clear a path. And, in some cases, that can mean whipping Taz into his trademark whirlwind spin and crashing through destructible scenery.

By relying on puzzles, *Taz Express* is likely to live or die on the strength of its level design. Sadly, from what we've seen so far, it's looking distinctly corpse-like. There seems to be an awful lot of wandering around with a crate on your back, tempered by the odd button-press and very little else.

Still, there's a genuine attempt on Zed Two's part to feature a different challenge on each level – be it crossing quicksand, evading crazy traffic or battling an alien mothership – so *Taz Express* could offer unrivalled delights on its later levels. If that's the case, all Zed Two needs to do is correct the unforgiving controls, fix the wayward camera and do away with the crippling fog that sits mere centimetres away from Taz, and they'll be sorted.

Bring Taz's butt down on a nearby switch and you can power down those lasers.

Aidyn Chronicles

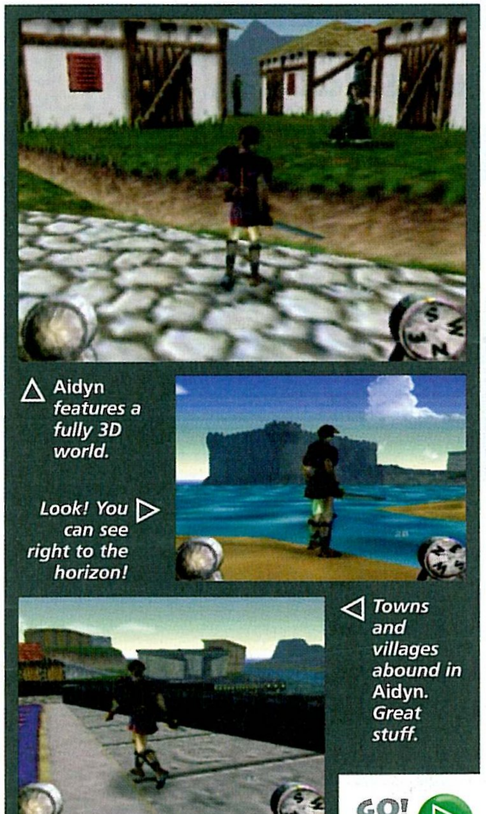
Full-on RPG action!

What do you get if you cross the *Legend of Zelda: Ocarina of Time* with Dungeons and Dragons? *Aidyn Chronicles*, that's what. Along with some new shots, we've discovered a whole lot of juicy details about THQ's upcoming RPG – and it looks set to be a stunner.

If you're a sucker for more traditional roleplaying games, you'll be glad to hear about *Aidyn Chronicles*' turn-based combat system and experience-based skills. These will be accompanied by over 100 monsters, 50 different weapons, 60-odd spells, *and* a completely 3D world, like *Zelda*'s. The game is vast, with weather and environments changing as you explore. Trek from a jungle to the top of a mountain, for instance, and your surroundings will gradually go from lush greenery to snow-covered rocks.

Aidyn Chronicles certainly looks and sounds incredibly ambitious – if developers H2O can back up their grand claims then this will certainly be one to watch…





Aidyn features a fully 3D world.

Look! You can see right to the horizon!

Towns and villages abound in Aidyn. Great stuff.

GO! GO!

Q & A

Over 100 monsters, eh?
Yup, and they'll all inhabit their 'proper' environments, so goblins will skulk in forests and dungeons, trolls and ogres will populate the mountains and more fantastical creatures such as Manticores and Hydras will prowl ancient, ruined cities.



Ace. And a full 3D world, eh?
It looks superb, let us tell you. You play a chap called Alaron but you won't be exploring the worlds on your lonesome – there are up to ten characters you'll encounter on your travels who can be drafted into your party. You can train up their own individual skills in the same way that you can improve your own.



Sounds impressive.
Indeed. And hopefully this western-style, statistic-heavy RPG take on Zelda should be with us in a few issues' time.



INFO BURST

AIDYN CHRONICLES	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
June	June	TBA

ANTICIPATION RATING



Q & A

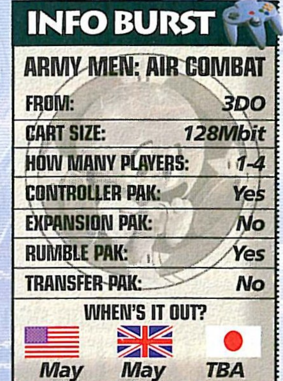
What helicopters are there?
Chinook, Huey, Apache and Super Stallion. They vary in terms of speed and power, and you get to choose a co-pilot to operate the winch.

And these multiplayer modes?
You can play your friends at Air Rescue, Food Fight, Bug Hunt and Flag-Nab-It. They're all suitably offbeat, and you get to use your winch to collect useful bits and pieces from around the levels.



So what kind of things can the little choppers winch up?
Small things. Stuff like Coke cans and bits of food can be carried from place to place or even used as a kind of weapon. In one of the solo missions you need to drop sugary donuts to lure ants into enemy territory. The ants are larger than the plastic soldiers, and they'll wreak havoc. You can also drop donuts directly on the soldiers if you want to squish them yourself.

Is there anything donuts can't do?
In this game, the donut is king.



INFO BURST

ARMY MEN: AIR COMBAT	
FROM:	3DO
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
May	May	TBA

ANTICIPATION RATING



There'll be plenty of opportunity for air-to-air combat.

It certainly looks a lot prettier than Nuclear Strike 64.

This could be an intriguing spin on the Army Men games.

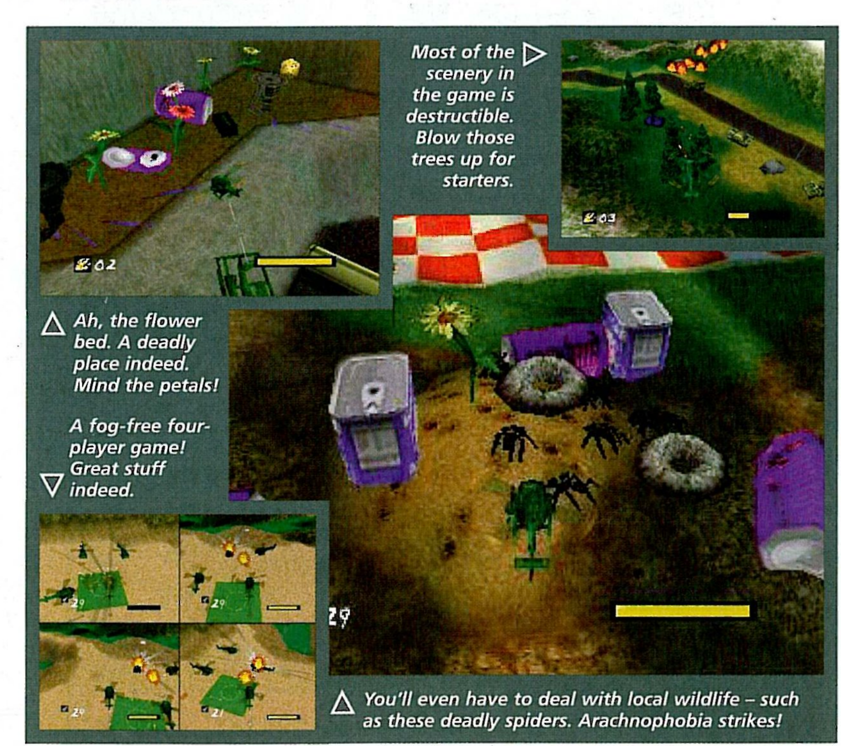
Army Men Air Combat

Plastic men, donuts and chicken drumsticks...

The latest instalment in 3DO's plastic soldier series takes to the skies for some *Nuclear Strike*-style helicopter action. It's also the first game in which a chicken leg can be used as an offensive weapon.

The tiny choppers buzz around in real life environments such as a back garden, a playground and a beach, all of which are littered with everyday objects. Depending on which of the four types of helicopter you choose, you can winch things off the ground and drop them on the opposition. The enemies include swarms of insects as well as the usual tan soldiers – and even lawn sprinklers prove to be lethal as they spray heavy droplets of water to knock your machine out of the air!

There are 16 solo missions to play, as well as a two-player co-op mode and a variety of four-player games. The missions include a dangerous raid into tan territory to rescue some friendly insects from the evil doctors who want to experiment on them. There are also prisoners of war to winch to safety, a toy train to protect and some unusual weaponry to liven things up. It certainly looks like being an interesting alternative to *Nuclear Strike*.



Most of the scenery in the game is destructible. Blow those trees up for starters.

Ah, the flower bed. A deadly place indeed. Mind the petals!

A fog-free four-player game! Great stuff indeed.

You'll even have to deal with local wildlife – such as these deadly spiders. Arachnophobia strikes!



△ This looks like one of the bad bosses, but we're not sure who.

◁ One of the Power Ranger's vehicles.

◁ Um, he's a bit gangly, isn't he? Let's hope it gets better.

Power Rangers

Low-rent sci-fi TV show comes to the N64!

"A Power Rangers game?" we hear you cry, breathlessly. And yes, it's true. THQ have snapped up the licence, and we'll be able to thump men in rubber monster costumes with unconvincingly wobbly robots later this year.

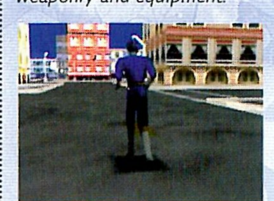
To be fair, it seems that the game is being targeted at the under-10s (ie, those members of the nation that are still excited by the ageing novelty of Power Rangers), so we'll excuse the defiantly first-generation graphics and concentrate instead on the fact that the game is heavily action-orientated, allowing you to drive the various Power Ranger vehicles, transform into the multiple Zords (giant Transformers, basically) and beat up giant alien beasts in city-set locations. Which, when you think about it, *could* be kind of fun. At the very least, it sounds a lot more enjoyable than the neverending pit of horror that was *Superman*.

GO! GO!

Q & A

So it'll be quite close to the TV show, then?

Yes, although we hope the dubbing won't be quite as hilarious. There'll be 30 levels, each concerning a 'monster-related' mishap, which basically boils down to city-wide fights as the Power Rangers, plus all their weaponry and equipment.



Will all the Rangers be in there?

Yes! There'll even be an all-new never-before-seen Ranger too – the Titanium Ranger. Monsters from the show – such as Magmavore – will also be present, and all the voices are provided by the stars of the show. Every... single... one... of... them...



Will it follow the TV series closely?

Not really, apart from monsters and locations. For instance, there'll be no reference to 'Power Rangers in Space', the latest series to grace children's television.

INFO BURST

POWER RANGERS

FROM:	THQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
October		TBA

ANTICIPATION RATING

AN EAR TO THE GROUND

Thanks to Nintendo of America's slightly-too-revealing PR staff, the world has *again* been privy to more top secret development info. According to NoA sources, *Dinosaur Planet*, Rare's prehistoric *Zelda*, is looking 'beautiful... absolutely gorgeous'. They wouldn't be drawn on a 2000 release date, but, having now actually *confirmed* its existence, we can safely assume that we'll be hearing a lot more about it.

Could this have been Rare's 'secret game', pencilled in for later in the year, then? Weeeeell, *possibly*, but the popular bet still seems to be *Killer Instinct 3*, especially as Peter Main – Nintendo's secret-spilling Company Exec – has mentioned it several times in interviews already. If it is, Rare have one of the finest release schedules in living memory: ***Perfect Dark*, *Conker's Bad Fur Day*, *Banjo-Tooie*, *Dinosaur Planet*** and ***Mickey's Speedway*, plus *Killer Instinct***. Anyone who reckons the N64 is dead is plainly very wrong.

Despite the original only just touching down in your local EB, a sequel to the fabulous *Tony Hawk's Skateboarding* is already underway. Once again, development duties will be carried out by Edge of Reality, but this time the N64 version will be launched at around the same time as the PlayStation one. Which should – if all goes to plan – be around Autumn time.

Resident Evil Zero, the lip-quiveringly exciting N64-only *RE* game, will be on show at this year's Tokyo Games Show. The show, over by the time you read this, will be the first time the game has been seen outside of Capcom HQ. Mystery surrounds its UK release, though, as normal Capcom distributors Virgin say they won't be publishing it over here, while PlayStation *RE* specialists Eidos have also denied any co-operation with the project. We'll find out for certain – and have more news on the game – this time next month.

Lastly, Ubi Soft have officially *confirmed* that they'll be bringing at least two titles to Dolphin. *The Road to El Dorado* is based on the up-and-coming Disney film, and the second is another licence, this time based on Inspector Gadget and his crazy limbs. Don't expect them until 2001, but you'll be able to see what they *might* look like when PC and GB Color versions arrive later in the year.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Q & A

How many levels?
It looks like there will be around 30 in the finished game. Some of them have been taken from the PC Starcraft and others have been redesigned and tweaked to suit the N64.



What's the two-player mode all about, then?
You can battle a friend in a split-screen game of cosmic strategy and general mayhem, or you can team up to play against the N64's own forces of evil.

So it's almost a whole new game, right?
Pretty much. Starcraft on the PC has zillions of fans, and not many of them want to play the same thing all over again on their N64s. There should be a few new types of soldiers and vehicles to admire as well.

And does the joystick control work as well as the original mouse control?
It's very usable. If you've played the PC game a lot then you might find it all a bit confusing at first, but it seems like a good compromise to us.



INFO BURST

STARCRAFT	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
June	July	TBA

ANTICIPATION RATING



The Zerg's equipment is all 'grown'. Very disturbing.

Looks like the Zerg versus the Terrans, here. Nicely.

The game was most impressive at last year's E3. We liked it a lot. Fingers crossed, eh?

Starcraft

Command & Conquer – in space!

After numerous delays, the game that takes *Command & Conquer*'s realtime strategy into outer space is almost here.

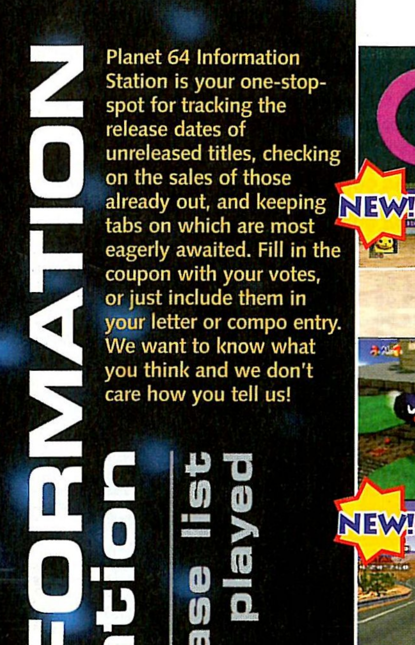
Starcraft's mixture of fast battles and deep tactical thinking took the PC world by storm, and this N64 version includes new missions, exclusive levels and a split-screen two-player mode. You can choose to play as one of three races, each with their own set of weapons and abilities, and the aim is to conquer the enemy's territory and wipe out all opposition. The original mouse and keyboard control method has been converted sensibly for the N64's button-laden pad, with commonly used commands placed at your fingertips and pop-up menus for the other options. We've played an almost complete version of the game, and it looks just as slick and professional as C&C. We'll have a review in **N64**/44.



Protoss are technologically advanced and very nasty.

Two-player split-screen madness. Keerr-aazy!

Big explosions crop up everywhere in Starcraft 64 and there are loads of weapons to use.



Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!



INFORMATION station

chart updates • release list
most wanted • most played



Pos	Title	Publisher	Released	Movement	N64 review
1 (NEW!)	Pokémon Stadium	Nintendo	Released 04/00	New entry	Issue 41 90%
2	Super Mario	Nintendo	Released 03/97	Last month's chart position – 1	Issue 1 96%
3 (NEW!)	Ridge Racer	Nintendo	Released 04/00	New entry	Issue 40 91%
4	The New Tetris	Nintendo	Released: 09/99	Re-entry	Issue 33 88%
5 (NEW!)	Tony Hawk's Skateboarding	Activision	Released: 03/00	New entry	Issue 41 86%
6 (NEW!)	Army Men Sarge's Heroes	3DO	Released: 12/99	New entry	Issue 36 67%
7	WWF Wrestlemania	THQ	Released: 12/99	Last month's chart position – 3	Issue 36 90%
8	F-Zero X	Nintendo	Released: 11/98	Last month's chart position – 10	Issue 22 91%
9	Rogue Squadron	LucasArts	Released: 01/99	Re-entry	Issue 25 85%
10	Donkey Kong 64	Rare/Nintendo	Released: 12/99	Last month's chart position – 6	Issue 36 93%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	Pokémon Stadium	Nintendo • FGT	Issue 41 • 90%
2	Ridge Racer 64	Nintendo • RAC	Issue 40 • 91%
3	Pokémon Snap	Nintendo • ETC	Issue 29 • 80%
4	Virtual Pro Wrestling 2	Asmik • FGT	N/A
5	Tarzan	Activision • ACT	Issue 40 • 35%

N64 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Pokémon Stadium	Nintendo	FGT	Issue 41 • 90%
2	Ridge Racer 64	Nintendo	RAC	Issue 40 • 91%
3	Donkey Kong 64	Rare	ACT	Issue 36 • 93%
4	GoldenEye	Rare/Nintendo	ACT	Issue 9 • 94%
5	Resident Evil 2	Capcom	ACT	Issue 36 • 90%

N64 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Perfect Dark	Rare	ACT	UK: June, USA: May
2	Zelda Gaiden	Nintendo	ACT	JPN: May, UK: Christmas
3	Turok 3	Acclaim	ACT	UK: September, USA: September
4	Conker's Bad Fur Day	Rare/Nintendo	TBA	UK: Autumn, USA: Autumn
5	Banjo-Tooie	Rare	ACT	UK: Summer, USA: Summer

Readers 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	DK64	Rare	ACT	Issue 36 93%
2	Zelda 64	Nintendo	ACT/RPG	Issue 23 98%
3	WWF 2000	THQ	FGT	Issue 36 90%
4	GoldenEye	Rare/Nintendo	ACT	Issue 9 94%
5	Smash Bros	Nintendo	FGT	Issue 36 90%

Readers 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Perfect Dark	Rare/Nintendo	ACT	UK: June, USA: May
2	Zelda Gaiden	Nintendo	ACT/RPG	UK: Christmas, Japan: May
3	Pokémon Stadium	Nintendo	ETC	UK: April, USA: Out Now
4	Banjo-Tooie	Rare	ACT	UK: Summer, USA: Summer
5	Turok 3	Acclaim	ACT	UK: September, USA: September

ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
• Nintendo 64			
April			
Daikatana	Kemco	SHT	UK
Hydro Thunder	Midway	RAC	US
International Track & Field	Konami	SPT	UK
Pokémon Stadium	Nintendo	ETC	UK
Tony Hawk's Skateboarding	Activision	SPT	US/UK
Zelda Gaiden	Nintendo	RPG	JPN
May			
Harvest Moon 64	Natsume	RPG	UK
ISS Millennium	Konami	SPT	UK
Excitebike 64	Nintendo	RAC	US/UK
Winback	Virgin	SHT	US/UK
June			
Perfect Dark	Rare	SHT	US/UK
Duck Dodgers	Infogrames	ACT	US/UK
Mario Party 2	Nintendo	TAB	UK
Taz Express	Infogrames	ACT	UK
X-Men	Activision	ACT	US
2000/TBA			
3Sixty	Cryo	RAC	US/UK
1080° Snowboarding 2	Nintendo	RAC	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Big Mountain 2000	South Peak	SPT	US/UK
Blues Brothers 2000	Titus	ACT	UK
Bomberman 64 2	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Conker's Bad Fur Day	Nintendo	ACT	UK/US
Cyber Tiger 2000	EA	SPT	UK
DethKarz	GT	RAC	US
Dinosaur Planet	Rare	ACT	US/UK
Donald Duck	Ubi Soft	ACT	US/UK
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Dragon Sword	Interactive St	ACT	UK
Eternal Darkness	Nintendo	ACT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Fighters Destiny 2	Infogrames	FGT	US/UK
Flights of the UN	Video Sys.	SHT	JPN
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Harrier 2001	Video System	SIM	UK
Hercules: Legendary Journeys	Titus	ACT	US

Game name	Publisher	Type	Country
Grand Theft Auto 64	Take 2	ACT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Killer Instinct 3	Rare	FGT	US/UK
Kirby 64	Nintendo	ACT	JPN
Magic Flute	Sunsoft	ACT	JPN
Mickey's Speedway USA	Nintendo	RAC	US/UK
Mini Racers	Nintendo	RAC	US/UK
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
NFL Blitz 2000	Midway	SPT	UK
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
O.D.T.	Psygnosis	RPG	UK
Ogre Battle 3	Nintendo	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Paint Studio (64DD)	Nintendo	ETC	JPN
Pokémon Attack	Nintendo	ETC	UK
Pokémon Snap	Nintendo	ETC	UK
Polygon Studio (64DD)	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Resident Evil Zero	Capcom	ACT	ALL
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Riqa	Nintendo	ACT	US
San Francisco Rush 2049	Midway	RAC	US/UK
Shadowgate Rising	Kemco	RPG	US
Sim City 64 (64DD)	Nintendo	SIM	JPN
Smurfs 64	Infogrames	ACT	UK
Snowboard Kids 2	Atlus	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	UK
StarCraft	Nintendo	STG	UK
Star Wars Episode 1 game*	Factor 5	ACT	UK
Stunt Racer 64	Boss	RAC	US/UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario Adventure	Nintendo	RPG	ALL
Talent Studio (64DD)	Nintendo	ETC	JPN
The World is Not Enough	Eurocom/EA	ACT	US/UK
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Toe Jam and Earl	GT	ACT	UK/US
Top Gun	Titus	ACT	UK/US

Game name	Publisher	Type	Country
Turok 3: Shadow of Oblivion	Acclaim	ACT	UK/US
UEFA Soccer	Infogrames	SPT	UK
Ultimate War (64DD)	Seta	STG	JPN
Velocity	Acclaim	RAC	US
Viewpoint 2064	Sammy	ACT	JPN
V-Rally 2	Infogrames	RAC	UK/US
Wild Metal Country	DMA	ACT	UK
Zelda Gaiden	Nintendo	RPG	US/UK
Zool	Imagineer	RPG	JPN
• Dolphin			
Army Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
Inspector Gadget	Ubi Soft	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Picassio	Promethean	ACT	ALL
Resident Evil Game*	Capcom	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Super Mario 64 2	Nintendo	ACT	ALL
The Road to El Dorado	Ubi Soft	ACT	US/UK
Thornado	Factor 5	ACT	US/UK
Title Defense	Climax	FGT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Chester Trinick from Nailsea wins a copy of *Resident Evil 2*.



INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

Name ....

Address ....

....

....

Postcode ....

Game wanted ....



STUNT

Plenty of stunts, a lot of racing, and one extremely promising game...

After last month's *Ridge Racer 64* extravaganza, we didn't think we'd see anything car-based that could drag us away from NSTC's masterpiece for quite some time to come. And then we flew over to America to see *Stunt Racer 64*, grinned from ear to ear and realised that we've got plenty to look forward to on the four-wheeled front.

Coming from the folks that made the superlative *World Driver Championship* (the evergreen Boss Games, the folks also behind the original *Top Gear Rally*), this marvellous mix of racing, car-tinkerage and over-the-top stuntwork is going to be well worth looking forward to.

So, without further ado, let's see just what it's all about…

This track is very disturbing. See the huge gyrating inflatable doll.



Best swerve right, here, if you're going to avoid dropping off the track.

Luckily, this mesh-style section of track is pretty strong.

The attention to detail is incredible. Look at that huge clock there.

No fogging, no pop-up – and Stunt Racer is blisteringly fast, too.

More coins mean more renovations to your car. You can even buy a new one!

The turbo effect is very pretty indeed.





INFO BURST

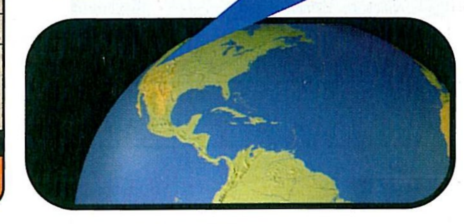
STUNT RACER 64	
FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
November		TBA

ANTICIPATION RATING

N64's Special Investigations can take us all over the world. This month we travelled all the way to Washington in the USA to see Boss Games.



RACER 64

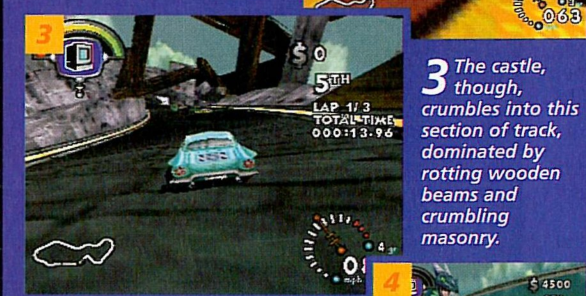
Medieval Mayhem

One of the best-designed courses in the game, this. Let us take you on a quick guided tour.

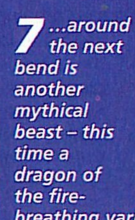
1 The starting line. There's no turbo start in the game at the moment, but luckily – once you've got some speed up – you can start boosting.



2 After the initial straight, this huge castle looms into view, seemingly built around the track proper.



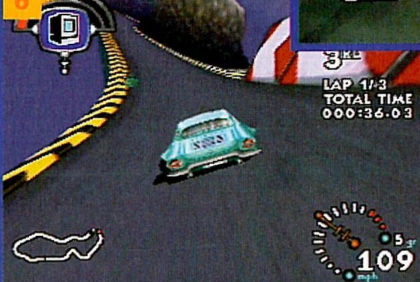
3 The castle, though, crumbles into this section of track, dominated by rotting wooden beams and crumbling masonry.



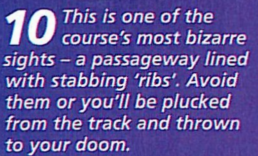
4 Next up is this icy stretch, but why is it frozen? Must be something to do with this huge blizzard-breathing dragon. Yoiks!



5 Stunt Racer is full of moments like this – an almost vertical corner. It's imperative to keep your speed up and stick to the centre of the track.



6 Thankfully, there's a comparatively sane straight leading out of the corner o' doom. But then…



7 …around the next bend is another mythical beast – this time a dragon of the fire-breathing variety. If he hits you, you'll swerve out of control.



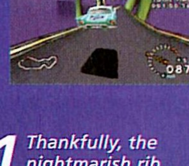
8 Soon you'll come to another castle, this one being infinitely more sinister than the first. The gargoyle entrance conceals an almost pitch-black section of track.



9 This x2 multiplier effectively doubles the value of coins (which can be used to buy new cars or upgrade existing ones) for a short time. Gotta get 'em all!



10 This is one of the course's most bizarre sights – a passageway lined with stabbing 'ribs'. Avoid them or you'll be plucked from the track and thrown to your doom.



11 Thankfully, the nightmarish rib corridor soon thins out to a wall of spikes on just one side, and from here the finish line is but a step away.



MISSING MULTIPLES

Our 60%-complete *Stunt Racer* cart didn't feature any kind of multiplayer modes, as Boss Games are currently trying to squeeze in a workable four-player option (something, you may remember, that *World Driver Championship* lacked – it could only handle two players). Early reports have said that they've managed to get a *three-player* set-up working perfectly, with no loss of speed or drop in background detail, but a four-player mode isn't proving too easy to implement... at least without the use of an expansion pak. We'd be more than happy if *Stunt Racer* finally includes a stunning four-player game – even one that requires the use of the pak's four megabytes of extra memory.





WE HAVE THE TECHNOLOGY

Unlike *World Driver Championship*, *SR64* offers the ability to tinker with your cars. You can even acquire new cars and here's a little of what to expect.

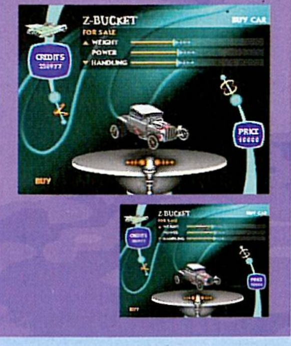
CHARACTERS!

At the start of the game, you can choose to play as one of a number of weird and wonderful human and alien characters, each with different abilities.





Each character also has his or her own individual vehicle. More characters and cars are opened up as you progress through the game – although playing as a new character will require you to re-start a league.



CASH!

When racing, you can collect coins, which are dotted around each track in clusters of five or more. Coin 'multipliers' can also be picked up, quickly accruing you thousands of dollars.





Head onwards to the garage, and you'll discover a wide – and distinctly odd – selection of cars for you to purchase. Our favourite is the oddly-named 'Z-Bucket', which reminds Wil of ZZ Top.



BOSSES!

Each league in SR64 is hosted by a boss character – such as the first leagues disturbing 'Kid Cola'. Beat the league, however, and you'll have to race against the boss.



If you manage to beat the boss, he – or she – will have to hand over their car as a prize. Here's Kid Cola's car, the imaginatively-titled 'Boss1'. It's lightning fast, mind.





UPGRADES!

Cash (gained from collecting coins) can also be used to upgrade your cars' parts. These upgrades can then be improved even further as you go on and win more races. When you've upgraded a car fully, it becomes available for others to buy. Neat, huh?



You can upgrade the car's body, engine, tyres, battery, turbo or stunt jet. Each element has a different effect on your car's performance. Nice, eh?



So, the N64 hasn't got any decent driving games, has it? Poppycock. After the devastatingly fine trio of *World Driver Championship*, *Top Gear Rally 2* and – of course – *Ridge Racer 64*, along comes *Stunt Racer 64*, looking absolutely stunning and promising to bring us a finger-blistering fusion of *Gran Turismo* and the very best bits of *San Francisco Rush*, plus a smidgen of *F-Zero*-style track design thrown in for good measure.

LIFESPAN *By winning races and collecting coins, new cars can be bought, and tinkered with, and even won from bosses.*

Sounds tasty, eh? Tastier than the tastiest of treats, we reckon, because although the 60% complete version of the game we played is still some way from completion, *Stunt Racer 64* certainly has the promise, and the talent behind it, to be absolutely top-notch.

Being developed by Boss Games, *SR64* runs on a tweaked version of the *World Driver Championship* engine, meaning that you're going to get some superbly realistic handling as well as the tremendous speed required to negotiate loop-the-loops, corkscrews and abyss-spanning jumps. Whilst *WDC* handled brilliantly – once you got used to the slippy-slidey nature of the cars – the cars in *SR64* currently behave a little bit *too* much like *World Driver*'s. Boss, however, are currently beavering away to make the controls a bit more suited to the tortuous, futuristic track-design the game sports. In particular, we'd like to see a bit more tightness in turning – at the moment it's difficult to swing round a bend without hitting a wall or slowing to a crawl.



△ *You can easily hit twice that speed. Let's get rrrraaacingggg!*

REAL SWEET VISUAL TREAT

***Stunt Racer* looks fantastic: it's fast and smooth but still manages to cram in a wealth of background detail, from huge gyrating rabbits to fire-breathing dragons. And there's more…**

HI-RES

Stunt Racer offers a splendid high-resolution mode – and *without* the aid of an expansion pak. Granted, the game goes into letterbox mode (ie, you get some hefty borders), but it's still smooth and it looks lovely.



△ *We'd prefer an expansion pak-using full screen hi-res mode, but this'll do.*



▽ *Just like World Driver, you get half a screen to play with, but it looks lovely.*

REPLAYS

We've already been treated to some top-hole replay action in *World Driver* and *Ridge Racer 64*, and *Stunt Racer* offers us yet more. Unfortunately, the twisty-turny nature of the tracks prohibits any flashy camera angles, but it's a nice addition, and it's all in hi-res loveliness.

▽ *There's no dynamic camera angles here, unfortunately.*



△ *A nice action shot showing the deadly ice dragon. SR64 is graphically stupendous.*

James Stunt!

Unfortunately, in the early cart we played (it's about 60% complete), the stunt aspect of the game hadn't been fully implemented. However, in the final, finished game, stuntwork will be massively important, and used to garner cash whilst racing. Each car has a dedicated 'Stunt Jet', and upgrading this will allow you to pull off bigger and better stunts (via much analogue-twirling and button-pressing). Boss Games are also tinkering with a 'Stunt Arena' mode, much like the stunt modes found in *1080° Snowboarding* and *Wave Race*. And that's *got* to be a good thing.



△ *Stunts will be pulled off via the analogue stick.*

You can do some absolutely ginormous jumps in SR64. ▷

◁ *Can you do a 1080°? Not flippin' likely, it would seem.*

Hit the spinning coin for a massive cash injection. Then buy a new car! Aces. ▷

And the tracks *are* tortuous. Boss have really let their imaginations fly, and *SR64* is packed to the brim with wildly inventive design, unfettered by reality or convention (see 'Medieval Madness' for an example). There are around 12 in the game – many sporting multiple routes and shortcuts – and each one looks a treat. Again like *World Driver*, the amount of detail in the game is simply tremendous, and it has *no effect whatsoever* on the speed of the game. It really is quite remarkable.

Elsewhere, the cars are all pleasantly different. All of them – from the police-style Superfuzz to the bat-finned Desperado – handle in an individual manner, and can be upgraded. Not only that, but by winning races and collecting coins, new cars can be bought, and tinkered with, and even won from bosses. The only thing that's missing is a bit of real-time damage (at the moment the cars are quite indestructible) but given the twisty nature of the tracks and fiendish attitudes of the CPU cars, we can live without that.

Currently, *Stunt Racer* isn't due for release until November. However, even at this relatively early stage in development, the game is superbly playable and incredibly 'together'. Plainly, there's a lot to look forward to here – and *Stunt Racer*, with the not-inconsiderable help of *Turok 3*, *Zelda Gaiden* and *Conker's Bad Fur Day*, looks set to give the N64 it's best Christmas yet. We'll have more for you very soon indeed.

△ *Help! Where's the track gone? better hope you're going fast enough…*

◁ *Mind you don't go over the side of the track, here.*

TO BE CONTINUED… We'll be doing plenty more on *SR64* over the coming months. You can bet your house on it.

LEAGUE-AL EAGLES

Stunt Racer uses the *World Driver* engine and there are similarities, mainly in the way that the games are structured. Let's have a gander…

1. As opposed to *World Driver's* two main leagues (GT2 and GT1), *SR64* has five leagues, each incorporating more races over an increasing number of tracks.



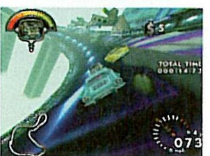
2. Each race is first-come, first-served, so when entering a particular race in each league, you'll have to 'buzz in' quickly. The speed with which you enter determines your position on the starter grid.



TURBO TIME

To help you cope with the numerous loop-the-loops and suchlike, *Stunt Racer* incorporates a turbo-boost system. Rather than giving you a set number of boosts, or pick-ups, you've got a turbo meter which steadily depletes as you use boosts. Thankfully it re-fills with time but there's a certain tactical nous required when boosting.





SPECIAL INVESTIGATION

WHATEVER HAPPENED TO...?

They peeped their head around the corner, then disappeared. Just where are those future blockbusters?

Remember *Riqa*, the UK-developed N64 answer to *Tomb Raider*? Or *Eternal Darkness*, the spooky medieval sword-battler from the brilliantly-named Silicon Knights? And, come to think of it, whatever became of *Conker 64: Twelve Tales*?

They're all games that saw an official announcement, a sprinkling of screenshots, and then... nothing. Without new pics or info, and with a seemingly permanent 'TBA' attached on Nintendo's release schedules, titles like *Mini Racers* and *Mother 3* have gradually tumbled into obscurity.

Until now, that is. Donning a Bogart-style trilby and overcoat, we set out to investigate just where those secretive games have got to, and find out just what to expect from the N64 in the run-up to Christmas 2000.



CONKER'S BAD FUR DAY

THEN: Rare promised to empty a bowlful of sugar into this cutesy platformer, starring the smirking squirrel from *Diddy Kong Racing*. A splattering of screenshots appeared last year (under the game's original moniker, *Twelve Tales*), and Rare's website recently featured the voice of a sweary Texan. What's going on?


Now we know why Conker's tail is in precisely that position in this screenshot. Blimey.

AND NOW: Prepare yourself for a shock. It's not just the title that's changed – *Conker* has undergone a radical overhaul that's completely done away with its saccharine taste.

Rather than creating a game filled with twittering, happy-go-lucky woodland animals, Rare have transformed *Conker's Bad Fur Day* into an 18-rated game, filled with blood, gore, bleeped-out swearing, and a series of double entendres that would put Sid James to shame.

The game's still very much a 3D platformer – the radiant rodent will run, climb and swim around deliciously-decorated levels in a manner similar to his bear/bird/ape forebears – but the characters and set-pieces you encounter are so adult-oriented that we can't explain many of them without being banished to the top shelf of your local newsie.

We *can* mention the superb pastiche of Saving Private Ryan, with Conker scrambling towards shore while hordes of furry soldiers around him are brutally and bloodily blown to bits. And we can just about get away with mentioning the door that orders Conker to 'go away' (in so many words) and the dragon with flames erupting from his rear. But as for the brass statue with the pair of giant... well, we'll just have to leave that to your imagination.

Even Conker's impressive facial animation – a feature of the game since it was first announced – is used to complement the rude goings-on, with the squirrel alternating between bemusement, unhappiness and unbridled joy at his debauched surroundings.

Hopefully, Rare's sense of humour can help the new-look *Conker's Bad Fur Day* avoid becoming a tiresomely immature outing. And the release date? The Twycross boys are typically cagey, but Nintendo's schedule says Christmas. Meanwhile, E3 will mark the biggest outing yet for our nut-gathering friend.


Weasels? Stoats? Whatever they are, expect them to swear.


Could this possibly be part of Conker's train-ing mode? Er...

We hope the adult theme doesn't lead to Conker and Berry 'indulging'.

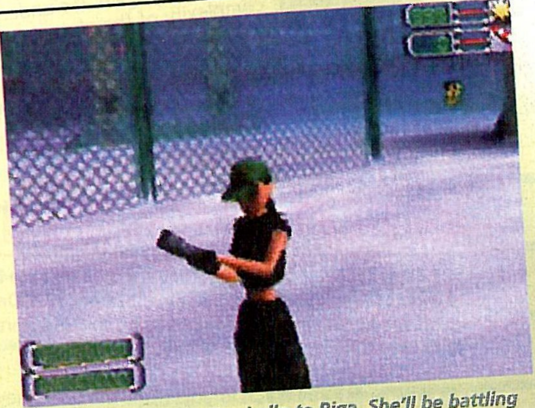
RIQA

THEN: One screenshot. One measly screenshot of a combat-trousered lady standing next to a wire fence. No information about the game. No release date. No nothing.

AND NOW: According to our spies, *Riqa* originally had a tentative release date of June/July. But developers Bits Studios required a little more time to polish their covert code to perfection, meaning the game should hit the shops around November.

We managed to pester Bits into revealing four juicy titbits about the game. "Riqa is the star" (i.e. the lady in the screenshot), "There are guns in the game," "You fight both humans and monsters," and "It uses the Expansion Pak." Then they muttered something about "Non-Disclosure Agreements" and "Yamauchi's stare" and put the phone down.

We're still stuck with that single, non-explanatory picture, but – if everything goes according to plan – we should have something tasty for you in **N64**/42.


Say hello to Riqa. She'll be battling humans and monsters, you know.

GO! GO!

SUPER MARIO ADVENTURE

THEN: The follow-up to Japan's *Super Mario RPG* demonstrated its ingenious mix of 3D backgrounds and cardboard characters at August's Spaceworld. But what's happened to it?

AND NOW: Still on course for release this year, with Nintendo's sudden quietness about the game probably meaning that it's due any day now in Japan. We're a little closer to the plot details – something to do with Princess Peach being kidnapped by Bowser, would you believe – and the characters are looking increasingly loveable in their old-skool 2D guise. You'll never tire of watching the paper-thin Mario and co. flip over when they switch direction.



△ Mario and Luigi, together again on a mission to rescue Peach. Just like the good old days (blub).

As well as the usual RPG-style shop visits, lengthy conversations and stat-building, *Super Mario Adventure* promises a combat system based on analogue-fiddling sub-games. A spinning wheel-o'-items determines the minigame used for battle, and then it's up to your nimble fingers to press the right buttons and clobber your rival with mallets, giant boots, fireflowers and boxing gloves.

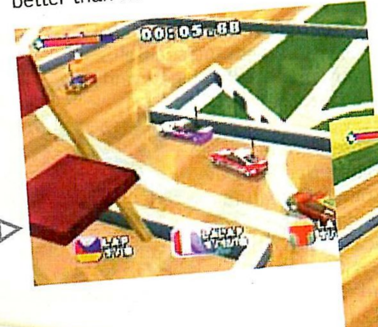
Curiously, most of the traditional baddies in the Mario universe have rolled over a new leaf: coat-turning Koopas, Goombas and Bob-Ombs pop up to aid Mario throughout the quest. But keep your eyes peeled for the welcome return of an old adversary: Kamek, Bowser's bumbling sidekick from *Yoshi's Island* on the SNES, is back to make Mario's life a misery.

△ It looks like one of Mario's first tasks will be to raise a bridge to reach that tempting switch.

MINI RACERS

THEN: Long-rumoured to be a Rare-developed *Gran Turismo* beater, *Mini Racers* emerged in June as a *Micro Machines*-style RC car racer. Nothing since.

AND NOW: Another game to keep an eye out for at E3, *Mini Racers* is now pencilled in for an August release in Blighty. It looks great – tiny radio-controlled cars with wobbly antennae race around twisty-turny tracks in a manner not dissimilar to the classic *R.C. Pro Am* on the NES. There's an emphasis on spectacular leaps and death-defying turns, the option to view the race from a heli-cam (creating *Super Sprint*-style proceedings), and a top-notch track editor that can chuck up an endless number of randomly-generated courses. Let's hope it's better than *Re-Volt*, eh?





Expect multiplayer racing laughs aplenty when Mini Racers arrives. ▷

Micro Machines-style racing antics on the N64, with a track editor bundled in for free? We can hardly wait. ▽

MOTHER 3



THEN: The latest version of the N64's first proper RPG was unveiled at Spaceworld in August, with a handful of screenshots and scant plot details. Since then, nowt.

AND NOW: In development since before the N64 was released and slated for a May 2000 release, *Mother 3*'s been delayed yet again. It's understandable, given the complexity of the plot – involving a cowboy and his family investigating a batch of extra-terrestrial visitors – and the detail-drenched combat system that kicks in when you stumble upon one of your porcine enemies. We'd bet on a December release – making it another crowded Chrimble for the N64.



△ Mother 3's heroes get dragged off to a hostile alien planet. Exciting stuff.

GRAND THEFT AUTO

THEN: After the staggering success of Take 2's media-baiting criminal-'em-up, developers DMA Design last year confirmed that they were working on an N64 version, complete with swearing and dodgy morals.

AND NOW: Do you want the good news or the bad news? Sadly, it looks as though DMA have given up on *Grand Theft Auto* N64. But here's the good stuff: you'll be able to experience the thrill of ferrying drugs, stealing vehicles and shooting coppers on Nintendo's magical Game Boy Advance when it arrives next Autumn. No release date yet, but we'd bank on it arriving with the handheld's launch.

Also, with the lower development costs of Dolphin's DVD-based games, DMA may well see fit to create a version of *Grand Theft Auto* for Nintendo's next-gen console, too. Best include *GTA Dolphin* in your prayers as you kneel by your bed tonight.

ETERNAL DARKNESS

THEN: A playable demo was on show at last year's E3, but it's all been quiet on the *Eternal Darkness* front since.

AND NOW: Undoubtedly, *Eternal Darkness* will make an updated showing at this year's E3 in May. Developed by Silicon Knights, the team behind the acclaimed *Blood Omen: Legacy of Kain* on the PlayStation, the game offers a bucketful of medieval hack-'n'-slash action, combined with *Resi 2*-style camera angles. In *Eternal Darkness*, though, the camera is able to sweep and zoom around the room, to nail-bitingly dramatic effect.

The most astonishing of the game's overflowing roster of fancy special effects – which all take place in eye-blistering high-res – is the real-time lighting. In the E3 version, it was most notable when your shiny-suited knight picked up a torch, leading the grimy dungeon corridors to flicker with the light of the dancing flames. It's clever use of effects like these that give *Eternal Darkness* a tangible atmosphere of sheer dread – that, and the carefully choreographed appearance of fighting skeletons and walking bundles of reddened muscle.

Sounds promising, eh? And, as there's been no news of a delay, we should have hair-raising medieval adventures in our hands by Autumn this year.



Something is just bound to leap on you unexpectedly here.

BANJO-TOOIE

THEN: A batch of screenshots popped up a couple of months back, but we're still largely in the dark about the gorgeous-looking sequel to *Banjo-Kazooie*.

AND NOW: Feast your eyes on this sumptuous new screenshot, and prepare yourself for *Banjo-Tooie* at E3, offering eight beautifully detailed levels, bundles of *DK64*-style minigames, four-player battle games, and the opportunity to drag Kazooie out of Banjo's backpack and guide him around the world on his tod. And could that startlingly detailed dinosaur be a sign of things to come in Rare's upcoming *Dinosaur Planet*?



Judging by the saliva, we'd guess that B-K have been dropped from that dino's mouth. Looking just a little bit better than Banjo-Kazooie, eh?



MISSION: IMPOSSIBLE 2

THEN: *Mission: Impossible* might have been a dire game, but it sold by the bucketload. Hence Infogrames' insistence that a sequel would be forthcoming. Is it?

AND NOW: Well, the John Woo-directed movie's due out in Summer – complete with the return of Tom Cruise and a whole host of Matrix-like special effects – and Infogrames are still claiming they have the license, despite rumours of a bidding war. Whoever's managed to nab the license *must* have a *Mission: Impossible 2* game already up their sleeves – but don't be surprised if development has shifted to Dolphin rather than N64. *M:I 2* was originally rumoured to be based on the graphics engine from PC explorathon *Outcast*, which used state-of-the-art voxel technology. We'll see if that's true at E3, probably.

CROSSING THE OCEAN

They're out in Japan or America, but are these games destined to arrive in Blighty?

PIKACHU VRS

Brilliant news: the game where you get to talk to Pikachu (using a little microphone that plugs straight into the N64 controller) *is* on its way. Expect to see it in the shops at Christmas-time.



OGRE BATTLE 64

Horrendously complicated but utterly enjoyable strategy/RPG game, which has been slightly delayed while the translators struggle with the reams and reams of Japanese text. Due over here in August.



FIGHTERS DESTINY 2

Despite early interest from Virgin, it doesn't look likely that this sequel will make it to the UK. A shame, but you can grab the Japanese version from Another World (01782 279294).



SNOWBOARD KIDS 2

Sadly, another brilliant game that's unlikely to travel outside of Japan. Again, try Another World for the import version – although bear in mind that it's *very* similar to the original.



BOMBERMAN: THE SECOND ATTACK

The woeful one-player mode is still intact, but – hallelujah – the multiplayer is back, and in a much-improved retro guise. Hop over to page 17 for more.




N64 presents
REVIEWED THIS ISSUE!
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RAINBOW SIX
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METAL GEAR SOLID
THE BEST GAME OF THE YEAR?
WIN!
GB Powerpack & Wallet
with your GB camera pics
RETRO!
• Wario Land
The fat yellow fella goes mono.
• Molemania
Dig, li'l furball. Dig for your kids.
ISSUE
16
May 2000

Welcome to Planet Game Boy

It's blockbuster time for the Game Boy, with many of the console world's biggest names falling over themselves in the rush to appear on the games machine of the moment. Ancient technology it may be, but the Game Boy is where it's at right now if you want a combination of top Nintendo titles *and* a whole bunch of quality third-party stuff.

So while we wait for the first part of the new *Zelda* trilogy, due around August time, we're spoiled for choice when it comes to alternative entertainment. The UK version of ***Pokémon Pinball*** might not be out until October now (can you believe it?) but ***Metal Gear Solid*** is sure to keep us busy way beyond then, and provide a few decent time challenges too. Although Nintendo are in no hurry to bring us a game that has already been out for more than a year in the rest of the world, the most popular games on the PlayStation are being converted to 8-bits at a remarkable rate. Maybe by the time we get ***Pokémon Gold*** and ***Silver***, we'll have ***Crash Bandicoot*** and ***Twisted Metal*** too. Heaven help us.

On the GB Advance front, developers in the States will have been formally introduced to the new machine at a special conference on April 10th. Too late to make it into this issue, sadly, but we'll have the details next month. One interesting titbit concerns the backwards compatibility – the GB Advance will have a complete GB Color chipset inside to ensure that the existing library of games runs without a hitch. Interesting. Very interesting.

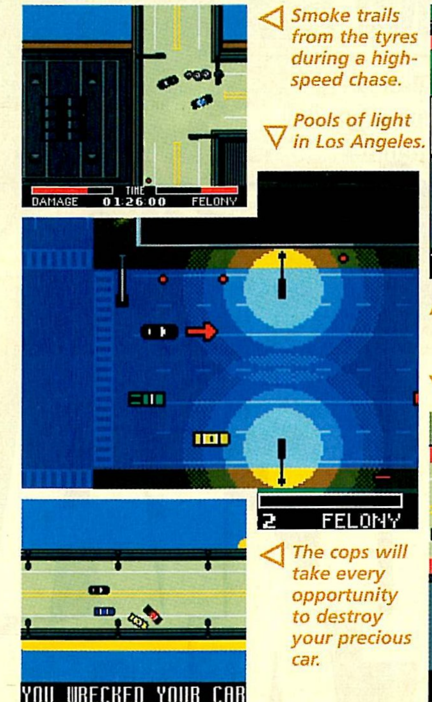
Martin Kitts, Editor

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Editor: Martin Kitts
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MINI DRIVER

We've been lucky enough to have played a finished copy of yet another big name conversion, and it's one of the very best yet. GT's *Driver* picked up plenty of awards on PC and PlayStation, so we were keen to see what Game Boy specialists Crawfish could do with it.

The good news is that what we've seen so far is outstanding. It looks like a stylised version of *Grand Theft Auto*, but the cities seem to be much more lively. There are cars everywhere and lots of roadside objects to clatter into as you race to escape from the police. The main game involves performing various criminal activities such as ram-raiding some restaurants or transporting villains to dodgy locations – all good, wholesome stuff. There are driving mini-games to mess around with, time trials and a free driving option in which you can explore the game's three cities and revel in the *Micro Machines*-style handling. It's out in June and we'll be reviewing it next month.



Smoke trails from the tyres during a high-speed chase.

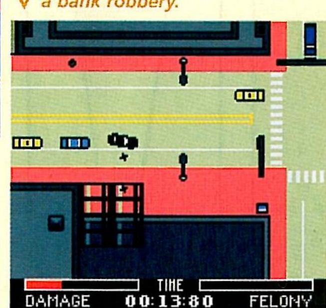
Pools of light in Los Angeles.

The cops will take every opportunity to destroy your precious car.

TAKE THIS PUPPY HOME

This mission involves delivering a stolen limo.

You're the getaway driver after a bank robbery.



MOOMIN LOVELY

Coming soon from Sunsoft, ***The Moomins Tale*** is a cute 'n' cuddly platform adventure starring those lovably fleshy elephant creatures from Finland. The Moomins have appeared in everything from opera to comics to cartoons, and their Game Boy outing is looking very sweet.

The game appears to be about Moomintroll's quest to find a cure for the Snork Maiden's ailment. Along the way there are plenty of sub-quests and mini-games to try, plus conversations with other characters to break up the action. The most important thing is that it all looks lovely and, according to Sunsoft, is 'a really nice game'. *The Moomins Tale* should be entertaining younger Game Boy players around May-ish time.

Looks sweet, doesn't it? Very cute indeed.

This must be Moomintroll. Hello there, hippo thing. Sure lookin' green.



A grey hippo with a top hat.

Ahhh... Finland's loveliest export.

Metal Gear Solid

From: Konami **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** April

After a break of ten years (and a little interlude on the PlayStation which you might have heard of), Solid Snake is back doing what he does best – dressing in trendy ninja duds, infiltrating enemy bases and preventing terrorist misuse of the lethal Metal Gear mechs.

Despite the name, this isn't a mini version of the 32-bit game. It's actually a whole new adventure, mixing the visual style of the 8-bit originals with some of the gameplay ideas from the PlayStation, and it's the best Game Boy title of the year so far. The way the game works is simplicity itself. Guards patrol fixed patterns, and you must avoid being spotted – like the castle sequence from *Zelda*. If they see you, the alarm sounds, guards swarm all over the place and a timer counts down as you run to escape certain death. If you manage to evade them, a second timer ticks off the seconds while they have a last look around before losing interest and returning to their posts.

The whole game is built around those central mechanics, and there are plenty of other ways to get caught out. The guards have a keen sense of hearing, so running through water or over metal grilles will arouse their suspicion. You can also use that to your advantage by banging on the wall to create a diversion while you sneak off in another direction. Snake's armoury includes grenades and a brilliant guided missile launcher, but firing them will attract unwanted attention too.

It's an epic packed into a 32Mbit cart. There are loads of text-heavy story scenes to plough through, plus extra background detail to draw you into the twisting plot. The game oozes quality throughout, and we recommend you put it right at the top of your shopping list. Along with a select few Nintendo in-house productions, *MGS* is a must-have on the Game Boy.

5

Press start to make Snake crawl around out of sight.

Splashing in the puddles is sure to alert the guards.

You need to use a 'fogger' to see the infrared alarm beams.

The exclamation mark means that the guard is suspicious.


This room is filled with poison gas.

That'll teach those terrorists to keep their base in good order – a handy Snake-size hole in the fence.




BONUS MODES

VR MODE




Practice your abilities with a huge selection of tests designed to show you the intricacies of *MGS*'s stealthy gameplay. You'll be introduced to the basic techniques of avoiding guards and using weapons, plus some much more advanced stuff which you can try against the clock. It's a complete game in itself.



VERSUS



The two-player mode is another treat. You fight in specially designed arenas with the same Tron-style paint job as VR mode. Normal *MGS* rules apply and you can only see your opponent if he's in your line of sight, so it's possible to follow your target without him ever knowing you're there. Very cool.

F1 Racing Championship



The cockpit view is pretty good, although it can be hard to judge some of those bends. You get cool wing mirrors too.

From: Ubi Soft **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** April



Schuey prepares to start from an unlikely last place.

The scenario mode, where you can try to change F1 history.

While the GB hasn't been blessed with many first class racing games, the 8-bit handheld should be able to excel at recreating the feel of classic racers like *Pole Position* and *Hang On*.

Ubi Soft's own *Suzuki Alstare* superbike game probably comes closest to achieving that kind of balance between playability and speed, but now it has some stern competition from its own stablemate. *F1 Racing Championship* comes with a Video System pedigree, and it's very similar to the the Game Boy version of *F1WGP*.

However, we found it much easier to get to grips with, more detailed and a lot better looking. It's also a very comprehensive game, with a snappy arcade mode and a more involving sim mode which includes a wealth of pit options. The courses look about as authentic as you could expect, and the backgrounds include some of the landmarks you'll recognise from ITV's coverage. It handles very smoothly too, and you get little wing mirrors to tell you when something is approaching in the cockpit view.



We'd be surprised if both cars escape without serious damage.

Technically very good indeed, and it even includes a hi-colour FMV sequence at the beginning. The perfect thing to keep your mind on the action during ad breaks.

4

Tomb Raider

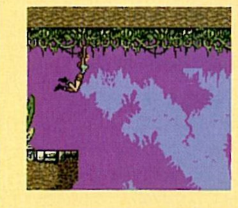


Lara can shoot things while hanging on climbable walls.

From: Eidos **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now



Small jumps like this are harder than they look. Don't get complacent.



Impressive animation is the game's best feature.

Well, hello Lara. The ubiquitous PlayStation icon who began her life on the Sega Saturn has finally made it to a Nintendo machine and, as you might expect, the game's a real looker.

There are around 2,000 frames of animation to admire (yes, they're animated too), and Lara has an impressive array of moves. She leaps, climbs, swings, backflips and rolls, all with silky smoothness. The same kind of attention to detail has been lavished on the cut scenes, which are richly detailed hi-colour still images. Compared to most other pictures we've seen on a Game Boy, they almost look like stills from a movie.

The gameplay is more straightforward. It's all about making split-second leaps, and it owes a lot to *Prince of Persia*. The tomby items you're trying to raid are hidden inside vast catacombs and protected by assorted wild animals and nasty things. Just like the PlayStation version, Lara's pistols get a good workout, although we still can't figure out exactly why it takes five direct hits to dispose of a poxy scorpion. The creatures can be very annoying, especially when they wander so close to you that you can't get a shot in.

Still, the majority of the game is great platforming fun, showing that Lara doesn't need to be modelled in 3D to make waves.

4



The strange altar on level one.



Kill the scorpion. Kill it now.

Wings of Fury



Shaking off a Jap Zero is one of the hardest parts of the game. It's best if you gain some altitude first.

This is how to conduct a perfect bombing raid.

Bomb the planes before they get the chance to take off. Sneaky.



From: Red Orb **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now

A crippled aircraft carrier in the middle of the Pacific during WWII isn't our idea of a fun holiday cruise. But defending that crippled carrier with only a beat-up Mustang and a limited supply of ammo – that's much more like it.

Wings of Fury puts you in charge of clearing the way home through the Japanese-occupied islands. With the carrier as your base, you have to fly sorties over enemy territory to destroy every military installation you can find. Before each mission you need to select the right kind of weapons for the job – small bombs for destroying buildings, missiles for taking out bunkers or giant bombs for sinking ships. Some islands are protected by planes, and as you gain altitude and shake them off your tail, the screen zooms out to provide a wide-angle view of the dogfight.

It's a conversion of a vintage Amiga game, and very nicely done too. The plane is much more manoeuvrable than it used to be, although we missed the bullet trails on the ground and the little soldiers who ran for cover in the original. It's also a little easier than we remember it, which is probably a good thing as some of the Amiga levels could have outlasted a set of Game Boy batteries. One of the best handheld shoot-'em-ups you can buy.

4

Rainbow Six

There are loads of background screens for each character.

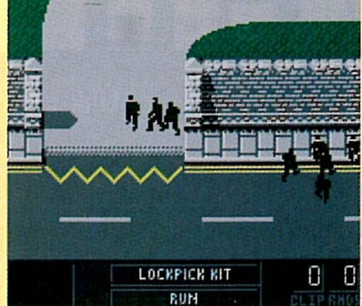
From: Red Storm **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** Now

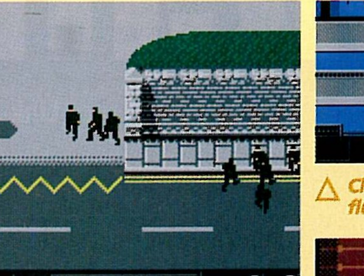
The screen zooms out in sniper mode for extra clarity.

Tom Clancy's hefty novel spawned a top notch game on N64 and PC which was so complicated that we never expected to see it translated particularly well to the Game Boy.

However, this is a scorching conversion. In fact it's the same game. Everything's there, from the planning stages to the missions, along with the masses of stats and options that helped make the original version such an involving experience. It certainly isn't the kind of thing that you can just play for a few minutes. Before your counter-terrorist team gets the chance to storm its first embassy, you have to choose ten squad members, divide them into four groups, equip them with the gear they'll need and set up waypoints to coordinate the operation.

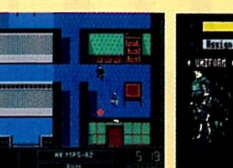
Because of the Game Boy's lack of buttons and the tiny on-screen characters, the actual action phase is more fiddly to control than it is on the N64. It doesn't take too long to adjust to though, and as long as you can get your head round the wealth of tactical options, you'll soon be commanding an efficient fighting force. Rather impressive.





We could shoot him in the back at any time.





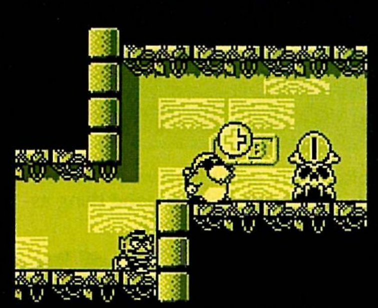
Clear the building room by room to flush out the armed terrorists.



Wario Land: Mario Land 3



From: Nintendo **Price:** £15 **Save:** On cart **Link-up:** Yes **Colour:** No





That's possibly the most radical haircut in platform game history.

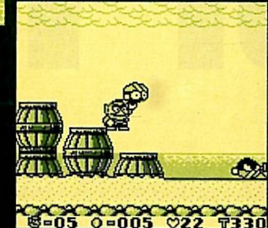
Wario is very familiar to us these days, thanks to his many appearances as 'scary alcoholic relative' in Mario's extended family, but in 1993 he was just another villain. *Wario Land* gave players their first chance to experience platform life through the eyes of the red-nosed, hat-wearing fat boy.

It's typically excellent stuff, filled with Nintendo's inimitable touches of class and humour, and much closer in terms of gameplay to *Mario Land 2* than the more offbeat sequel (reviewed in **PGB**/2). Wario collects coins, breaks boxes and shoulder-charges through hordes of enemies. Unlike *Wario Land 2*, where mistakes were punished by a loss of coins, making a wrong move here results in the distressing sight of the Fat One's gurning face tumbling off the screen. Ugly.

Wario's hats aren't simply decorative either. Collecting power-ups turns his headgear into a dragon, a pair of horns or some wings, with predictable results. It's just as well that he always uses something to cover his hair, as he sports a quite horrific Travis Bickle 'do. The game is set to receive a second sequel next month, with the colour-only *Wario Land 3*. If it can match this sort of quality, it'll be doing well.

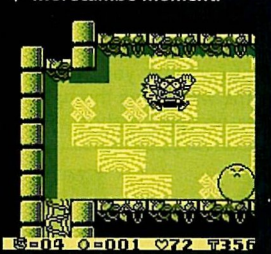
5

Even in mono he looks yellow.



He hits, he hoists, he chucks, he kills.

Wario in an Eric Morecambe moment.



Molemania

From: Nintendo **Price:** £15 **Save:** On cart **Link-up:** Yes **Colour:** No

This original puzzle game appeared as recently as 1996, making it one of the *Pokémon* generation of monochrome Game Boy titles.

You play a cool mole, complete with sunglasses and snappy fur, whose wife and kids have been kidnapped by a bad guy who looks a lot like Mario himself. In typical bad guy fashion, the evil Mario clone spirits the helpless mole family away to his secret hideout, hidden beyond a multitude of puzzle mazes. The aim of the game is to figure out a way to get to the end, and it calls for a lot of lateral thinking.

Despite the small size of the mazes, they're fiendishly designed. You have to take into account objects above *and* below the ground (you're a mole after all), plus you get monsters to avoid and giant balls to roll into position or sink down holes. By the time you've made it past the first few screens, all of the different puzzle elements combine to form some really evil challenges. If you're the kind of person who can finish the Guardian cryptic crossword during a single visit to the bog, you might just see the mole family alive again.

4

Give the dinos some hot death action.

Molesy can lift balls and roll them down the holes he makes.

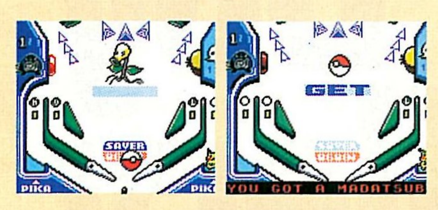
One special pair of cool shades.





There's something like this underneath every screen.

Pokémon Pinball

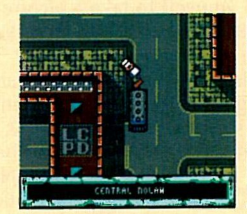


Not due in this country until October (gah!) but easily available on import, here's a couple of tippettes for *Pokémon Pinball*.

SPECIAL STAGES

To get to Diglett's Cave (red table) or Meowth's House (blue table), catch three consecutive monsters (of any type) in one place without visiting another location. Then just smack your ball down the bonus hole to start racking up big points.

MOVING MONSTERS



To see the in-game animation for any monsters that you've caught, highlight one of them in the Pokédex and hold down the start button.

CATCH MEW

To get Mew, you need to finish all three bonus stages twice. That's Diglett, Gengar and Mewtwo on the Red table, or Meowth, Seel and Mewtwo on the Blue one. Having done that, go to Indigo Plateau and start catching monsters. There's a 6% chance that Mew will appear, so keep trying – after 17 attempts, the law of averages dictates that you will have caught the elusive beastie.

GTA



NO CLIPPING

This tip comes from Wokingham's Richard Horsefield. Unfortunately, we haven't been able to test this out in the office yet because our copy of *Grand Theft Auto* mysteriously lost its save data, but we trust Richard. So here goes:

1. In Vice City you'll find a large L-shaped building with steps going up to the roof in Central Banana Grove.

2. Go up the steps and over to the edge of the roof to the right.

3. If you go off the roof at that edge, you'll float in mid-air. You're invincible, and can now fly anywhere you want without fear of dying. To return to normal, go back to the roof and down the steps again.

Yoda Stories

PASSWORDS

Here's all the information you need to skip past the tough bits in this amusingly inept Star Wars adventure.

Level 2: XKJ
Level 3: GJP
Level 4: TDM
Level 5: WTM
Level 6: ZBV
Level 7: QTC
Level 8: TGR
Level 9: VDP
Level 10: BFG
Level 11: FNP
Level 12: STJ
Level 13: FTG
Level 14: BLP
Level 15: YSF

Stranded Kids

MINI GAMES

Here's where to find those mini games:

- Take the big rock from near the main river. Use it when you see fish in the water to play the fishing game.
- Take the monkey to the big berry tree to play the Big Berry Game.
- Take the monkey to the north of the desert, near the ashes, to play the Egg Catcher Game.





HIGH SCORES

Those *Pinball* scores are going through the roof. Well done to Robbie Klijn and Zamir Bandali, who have things sewn up between them. For now…

POKÉMON PINBALL

Red
7,532,370,300 Robbie Klijn
5,125,049,850 Zamir Bandali
4,024,315,350 Yuen Tsang
3,179,378,100 Ben Small
3,112,826,100 Gigi Tsui
Blue
15,240,391,550 Zamir Bandali
12,633,586,000 Robbie Klijn
10,284,984,100 Yuen Tsang
10,117,350,650 Gigi Tsui
9,253,484,900 Den Frankham

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,281,100 Ian Shaw, email
1,277,450 David Teixeira, NZ
Super Player
456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking
321,550 James Holt, Halifax

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford
Ultra (level 0)
22,796 Alan McMonegal, Glasgow
22,059 Nils Skuncke, Norway
21,488 Richard Ford, London
Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury
Marathon (level 9)
6,395,775 Alan McMonegal, Glasgow
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London

GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand
Parachute
3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland
Chef
1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Send your scores to:

Planet Game Boy (high scores), **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW
Email us at **n64@futurenet.co.uk**

Game Boy Gallery



WINNER!

Chris McGeown of County Armagh shows his true colours in this cool picture. With an almost Jes-like cranial shape and a fine pair of tusks, this is one grim looking man. Yes!



Matthew Sexton from Kempston gets busy with the GB Camera's mirror lens feature. Nicely.



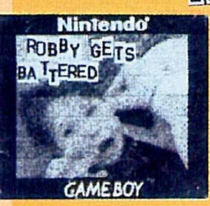
From the amusingly named Tom Dewsnap of Sheffield.



Look at the state of that. From Andrew Jefferies.



Meet pig man! This picture is from Reuben Lodge.



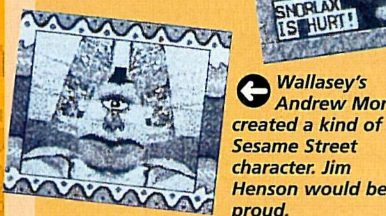
Robby Jones from London takes a bit of a pasting from an unseen assailant. Get well soon.

Dave Fry from Seaton has the coolest cat we've ever seen. We want to adopt it.



By James Brennan-Craddock from Trowbridge.

Nice artwork from Welshy sounding bloke Rhys Powell.



Wallasey's Andrew Morris created a kind of Sesame Street character. Jim Henson would be proud.



George Jackson from Saffron Walden gets busy in true George Romero-style. Move aside, zombie coming!

Having looked at Iain Stewarts effort again, we're not sure if it's any good.



Oh, yuk! Gross! Funnily enough, it was created by Simeon Scheuber. Now that's irony.

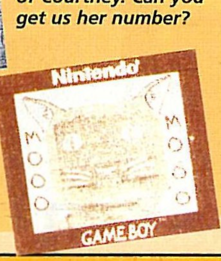


Tattenhall's one and only William Langford made this... erm... thingummybob. Well done.

This effort was done by Joe Love, distant relation of Courtney. Can you get us her number?

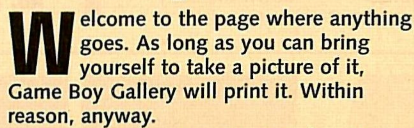


Our first ever review! By Thomas Thompson.



The cats in Holland are different. More liberated. Matthew Hart says so.

Mutate you so much right now.



Welcome to the page where anything goes. As long as you can bring yourself to take a picture of it, Game Boy Gallery will print it. Within reason, anyway.

This month we've got animals, we've got Pokémon, and we've got the inevitable selection of the kind of mutants that you lot are so adept at producing. As long as you're blessed with a symmetrical head and a steady hand, fame and fortune could be yours. Not to mention a stonkingly smart Game Boy Powerpack and Wallet courtesy of Gamester (01992 503133) to carry your portable mutie production kit around in. They're hiding in the most unexpected places, y'know. It's important that all Game Boy Camera artists stay vigilant, because you never know when you're going to meet next month's winner.



Send us your freaks

In association with Gamester

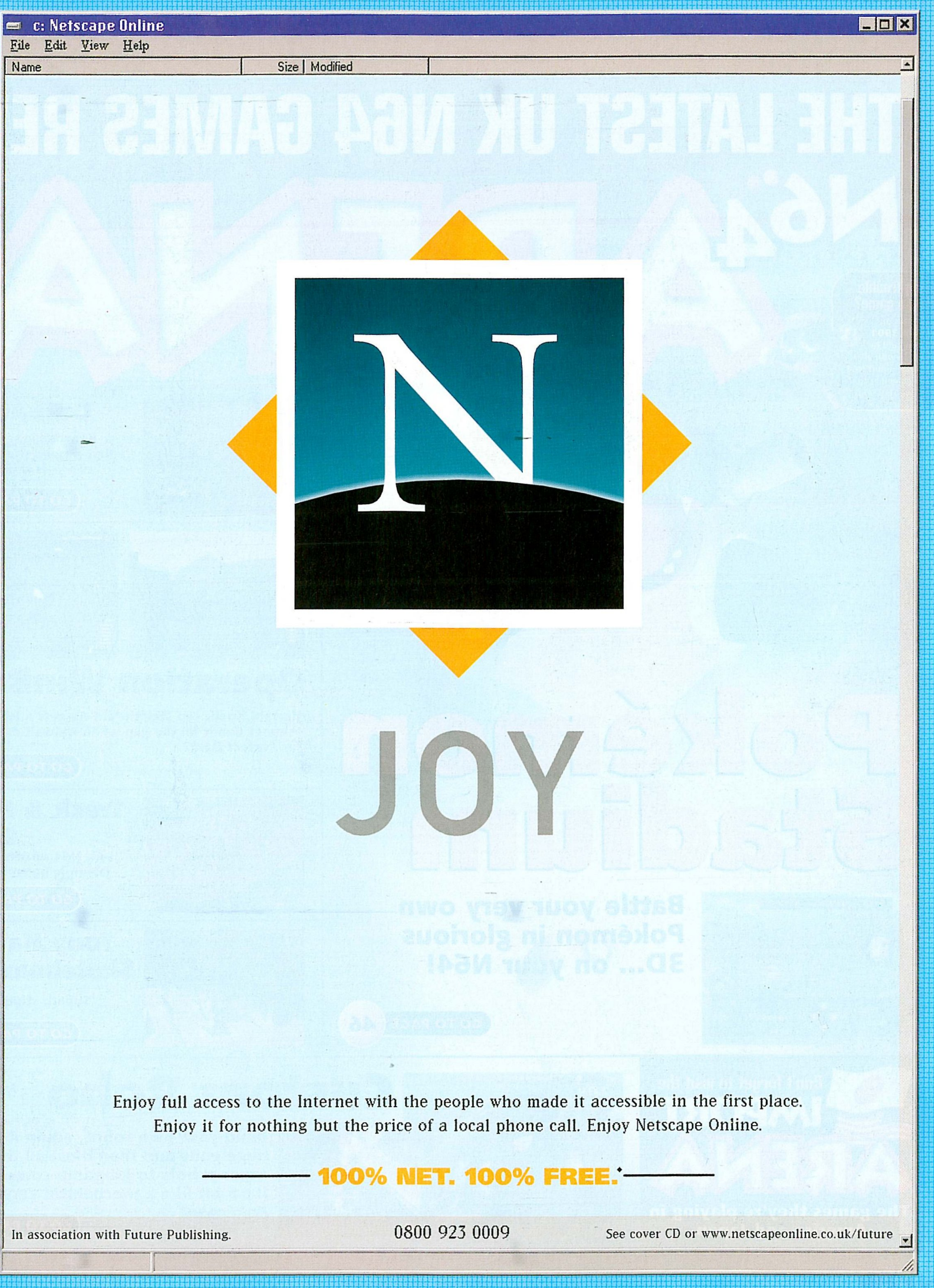
Point your GB Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite will receive a Gamester Game Boy Powerpack and Wallet to save on those battery costs and protect your machine from scratches. Don't forget to tell us what kind of GB you own so that Gamester will know what kind of gear to send you. Send your pictures to:

**Game Boy Gallery,
Planet Game Boy, N64 Magazine,
30 Monmouth St, Bath, BA1 2BW.**



EVERY MONTH – ONLY WITHIN THE PAGES OF N64





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THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

Pokémon Stadium



Battle your very own Pokémon in glorious 3D... on your N64!

GO TO PAGE 46



Daikatana

Kemco's long-awaited first-person shooter. But is it any good?

GO TO PAGE 58





Operation WinBack

Hurrah! Koei's top stealth-'em-up gets a PAL release! Can it fill the gap while we wait excitedly for *Perfect Dark*?

GO TO PAGE 62



Track & Field 2000

An N64 update for this Olympic button-basher!

GO TO PAGE 66



Tony Hawk's Skateboarding

Superb stunt action!

GO TO PAGE 70

Don't forget to visit the **IMPORT ARENA**

The games they're playing in America and Japan.



Custom Robo

Build your own robot, equip it with huge guns and then blow all the other robots to kingdom come... It's a bit like a mechanical version of *Pokémon*!

GO TO PAGE 74

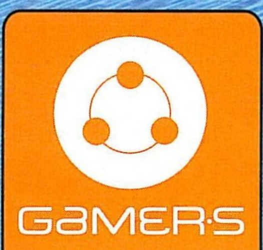
EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...




INFO BURST

METROID 64

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	xx pages ✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

April May Nov

COST: £40

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.

GaMERS

GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses and minuses

+ Amazing levels.

– Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS

8 SOUNDS

8 MASTERY

7 LIFESPAN

VERDICT

90%

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.

N64 STAR GAME

85% and above
Only after playing a game right through to the end will ***N64*** *Magazine consider awarding it a Star Game badge.*

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

In between downloading our Game Boy monsters to the N64, we've been swapping Pokémon stickers like mad. Altogether now – "Got, need, need, swap, need, got, swap..."



TIM WEAVER
Big Timmy's limited edition Ash foil sticker was very rare – but Wil wasn't taking no for an answer...
GAME OF THE MONTH
WinBack



WIL OVERTON
"Look, Tim, I've got a Pikachu foil here. That's a fair swap". "Nope." Wil later jumped Tim behind the bike sheds.
GAME OF THE MONTH
Custom Robo



ANDREA BALL
The Ballmeister was keeping her cards close to her chest. "Actually, they're stuck to my nose", she later admitted.
GAME OF THE MONTH
Pokémon Stadium



JUSTIN WEBB
Poor old Jud wasn't having much luck. "Nobody wants my Pidgeotto", he moaned. He wasn't wrong.
GAME OF THE MONTH
Daikatana



JES BICKHAM
Being a simple lad, Jes got far too excited over his Beedrill foil. "It's real silver!" he cried. We kicked him in the face.
GAME OF THE MONTH
Pokémon Stadium



MARTIN KITTS
Look at those eyes. See that clenched jaw. We gave Kittsy whatever cards he wanted. "Ta", he said.
GAME OF THE MONTH
Tony Hawk's



MARK GREEN
With the new M2M single on the stereo, and a combined Pika/Ash foil, Mark was happy and content...
GAME OF THE MONTH
Pokémon Stadium



DARK MARK
...Until Dark Mark reached over the photos to pinch 'good' Mark's pride and joy. His neck, however, had disappeared.
GAME OF THE MONTH
Pokémon Stadium



RAICHU
"I find this trivialisation of my species insulting and degrading. Raichu, Raichu, Rai-Rai-Chu. Rai... chu."
GAME OF THE MONTH
Pokémon Stadium

PREVIOUSLY IN N64 Flip back to N64/39 for our palate-wetting Future Look at *Pokémon Stadium*.



For a giant ball of gas, Koffing is remarkably happy with his lot – even when his HP is dangerously low.

Butterfree's nickname is one of Martin's less offensive ones.

"Don't you forget, I'm the top cat! Meoowwwth!" and so on.

POKÉMON

INFO BURST

POKÉMON STADIUM	
FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✓

WHEN'S IT OUT?

US	UK	Japan
Now	Now	Now

COST: £50

"Pika-pika-chu!" Hey – that's fighting talk, you little monster.

N64 MAGAZINE STAR GAME

Yes, *Pokémon is* great. But even the most obsessive Pokémaniac would be forced to admit that the battles are just a teensy bit uninspiring. Squeezed onto that minuscule Game Boy screen, restricted to drab black-and-grey graphics and weedy fighting sounds that squeak and belch their way through a speaker the size of a one pence piece. You don't exactly feel like you're in the thick of the action.

With the arrival of *Pokémon Stadium*, though, the time has come to pack your imagination back in the box. Finally, Pokémon – *your* very own Pokémon, thanks to the Transfer Pak that's bundled with the game – are up on the big-screen, rendered in colourful, animated 3D and knocking seven bells out of each other in huge, spectator-filled stadia.

It's a dream come true for Pokémon trainers. But can an endless series of one-on-one battles between cute (and not so cute) monsters *really* hold your attention for prolonged periods? The following 12 pages have the answer.



Taking the bull by its horns is a tad tricky when it's running at 60kph.

Look at his little brown boots! The cutest Pokémon of all – until it starts spitting firey death from its gob.

STADIUM

Gotta watch 'em all

The European release of *Pokémon Stadium* is actually the *second* version of the game – Japanese Pokémaniacs were able to play an earlier model that featured only 60-odd Pokémon. We get to battle all 151 monsters, though – including that elusive mog Mew – and they look fantastic, having sprouted all manner of perfectly-animated 3D body parts. Even their little eyes blink, and it's hard not to wince as they reel under the force of a super-effective attack.

Use the Thunder Stone on Eevee to create Jolteon, a tough electric-type monster.

Hypno's one of our favourite Pokémon. He doesn't half look weird, though.

GO! GO!

HOW TO... send your own Pokémon into battle

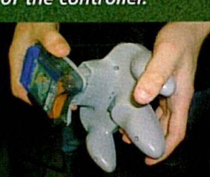
There are 150 monsters built into the *Pokémon Stadium* cart, so you can dive straight into battle if need be. But for maximum fun, you'll want to bring your very own Game Boy monsters to the party...

HIDDEN AND DANGEROUS
To save you having to stuff your joypad up your jumper, most of the in-game menus (moves lists, Pokémon menus, and so on) are hidden from your opponent's view unless you press R. The secrecy even extends to when you're choosing a trio of monsters for battle, so your counterpart is kept in the dark as to what brand of Pokémon you're about to unleash.



PART ONE Catch 'em!

1 First, insert your copy of Pokémon Red or Blue into the bundled-in Transfer Pak, then shove the whole lot into the back of the controller.



2 Insert Pokémon Stadium, switch on the N64 and, all being well, your Transfer Pak will be recognised automatically.



3 Experienced trainers can start transferring their Pokémon straight away. If you're the owner of an empty Pokédex, though...



4 ...Pokémon Stadium allows you to play Red or Blue up on your TV screen – and at super-enhanced speeds, too.



5 Find the Pokémon of your choice (we've located a Pikachu in Viridian Forest), nab it, then save at a Pokécentre before quitting out.



PART TWO Transfer 'em!

1 With monsters in hand, it's off to Professor Oak's lab to fiddle about with them. Any changes you make are automatically saved to the GB cart.



2 Here, you can examine monster-filled boxes from the Game Boy and N64 carts – and execute the actual transfer from GB to N64.

3 To make life easier later, you can then re-arrange your default party of monsters so it contains your six favourite fighting monsters.



4 Time to get fightin'. The small field in the corner of the Trainers' Plaza starts a free battle, with any combination of human or CPU opponents.



5 Recently captured Pokémon will be too weedy to qualify for anything but the 'Anything Goes' battle, open to monsters of all levels.



6 You'll need to register a battle team of six. That's easy enough – just carry over the half-dozen monsters you chose for your party earlier.








7 Or (as with your friend here), you can mix and match Pokémon from the collection of 150 Level 50 monsters on the cart. And now, to battle...

PART THREE Fight 'em!

1 In the red corner, a collection that includes a freshly-caught Level 5 Pikachu. In the blue corner, a crew of Level 50+ monstrosities. Blimey.



2 Usually, selecting three monsters from your six is necessary, but 'Anything Goes' battles allow all half-dozen Pokémon into the arena.



3 And so it begins, with Player 1's Psyduck up against Player 2's Nidorina – two fairly evenly-balanced monsters.



4 The C-buttons provide quick access to your Pokémon's four fighting moves – a wonderfully simple control system.

5 Nidorina's speed rating trumps Psyduck's, so she gets to fire first. Unluckily for our sore-headed aquatic friend, it's super-effective...

6 ...and the crazed duck's HP meter in the corner of the screen is down to zero in one turn, requiring Player 1 to choose a new Pokémon.



7 A few rounds later, Player 1's Pikachu has finished off Player 2's weak Tentacool in one shot, but succumbs to Poliwrath's bubble beam.

8 And that's not all. Within the space of three rounds – and with just one move – Player 2's Poliwrath also sees off Exeggcute...

9 ...and Player 1's own Tentacool...



10 ...and Grimer – although not before the grinning, oil-based monster has seriously injured Poliwrath with his Sludge move.



11 Low-HP monsters are just as able as usual, though: Poliwrath only needs one more shot with his bubble beam to send Grimer packing.

12 Just Doduo left in Player 1's corner, and she heads the same way as the others after one shot from Poliwrath. Player 2 wins!



WHAT'S IN A NAME?

You could well be in for a shock after your monsters have made the journey from Game Boy pak to *Pokémon Stadium*. Depending on your Game Boy game's ID number, and the nickname you've lumbered your Pokémon with, they may enter the arena with a slightly-altered colour. We've already glimpsed a Pikachu who was a dirtier yellow than usual – probably something to do with the unmentionably rude nickname Martin gave him.



GO! GO!

Stadium Mode

There's a *mammoth* set of one-player challenges in *Pokémon Stadium*, centred around the stadium that sits in the middle of the Trainers' Plaza, and with rare Pokémon available as prizes. With 16 cups to win (arranged into four increasingly tricky Cups – Petit, Pika, Poké and Prime), each featuring eight separate battles, it'll take a good few weeks to claim the victory trophy in them all. Horribly, unless you can earn extra continues via a 'Perfect' victory (where none of your Pokémon faint), you're only allowed one loss in each cup before being chucked back out onto the pavement. Nasty stuff.

The eight badges you'll need to earn before getting your mitts on the cup.

Pikachu's favourite attack in full effect.



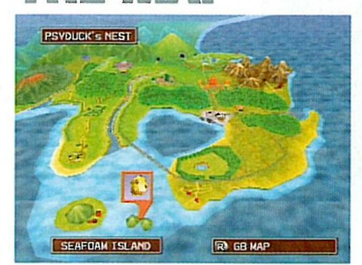
Four Cups, but if you've been neglecting your Pokémon training, you'll be barred entry to a couple of them.

Bulbasaur collects a set of first-degree burns.

Professor Oak's Lab

Since *Pokémon Red/Blue*, Professor Oak has traded up his pokey house in Pallet Town for a hi-tech des res in Trainers' Plaza. Allow him to show you around...

THE MAP





"Now this is the absolute business. Forget that old black-and-white map you've had in your pocket up 'til now – this is your state-of-the-art, full-colour 3D map of Pokémon Island. It's got the lot – every Pokémon nest clearly labelled, a zoom facility, detail on every hill, dale and river, and you can even lay the original Game Boy map over the top. Mint!"

THE POKÉDEX

"Blinding, this. Large, 3D renders of all 151 Pokémon – arrangeable into name or number order – a paragraph of information on every one, and the sound it would make if you trod on it. There's a pleasant-looking Pokéball to show you which monsters you've caught, too. In one fell swoop, I've rendered the simple Pokédex you've been using up 'til now completely obsolete. That's the march of science for you."



THE LISTS





"This is my new PC. Cost me an absolute packet, so watch what you're doing. It displays properly-organised tables of monster information and organises Pokémon according to various criteria. Everything's colour-coded, too, so at-a-glance comparisons are dead simple, and won't strain the ol' peepers. If you haven't got a Game Boy cart hooked up to the Transfer Pak, though, it won't work. Why? Er... next!"

THE TRANSFERS

"The main reason I shelled out for this lab – to allow trainers to move Pokémon and items from their Game Boy cart to the N64. Alter your main party of six and swap monsters between boxes – all using crystal-clear menus – or transfer Pokémon to one of eight similar boxes on the N64 cart. It's not compulsory, though – you can select Pokémon from the cart manually before each battle, if you like."





Monster Mash

Eight of the greatest Pokémon abilities...

HYPER BLAST

DugTrio's speciality, a concentrated beam of energy that can drain a rival monster's HP to zero in seconds.



DREAM EATER

Send a Pokémon to sleep, then unleash Hypno's devastating move. You'll absorb any energy that they lose.



BUBBLE BEAM

Strong rock-type Pokémon are particularly troublesome, but one blast from this watery move and they're dust.



RAGE

The property of some of the game's strongest Pokémon, Rage's effectiveness builds after each move to horrific levels.



HYPNOTIC

The brain-blending blurry background behind this Psychic move can paralyse opponents.



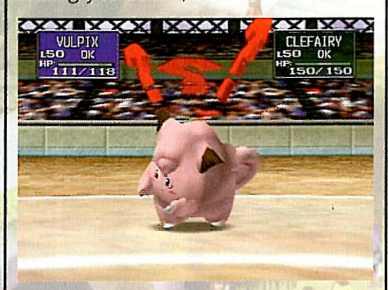
ALTER

Porygon is a fantastic Pokémon – not least because he can completely alter his type using this ability.



CONFUSION

A confused Pokémon will often do damage to itself. "Why are you hitting yourself?", etc.



EARTHQUAKE

One of the most frightening Pokémon moves to watch in action, Earthquake is devastatingly powerful.



No pain, some gain

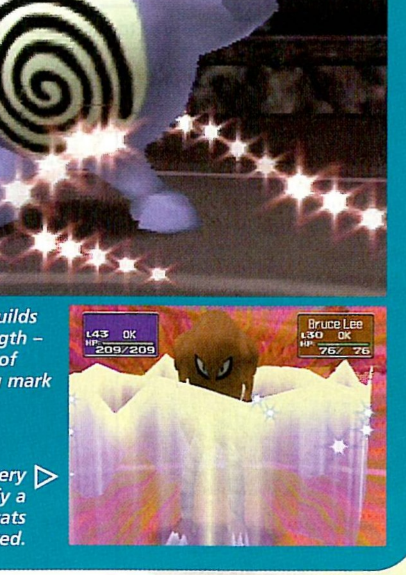
Some of *Pokémon Stadium*'s most crucial moves are those that don't do any damage themselves, but give your actual attacking moves free reign to unleash their maximum potential. Sleep and Hypnotising moves – such as Jigglypuff's Sing – allow several turns worth of pain to be dished out without fear of reprisal, while Freeze attacks encase your opponent in a debilitating, glittery shard of ice. For those who enjoy a more tactical battle, there's also a wealth of moves that can temporarily alter you and your foe's various abilities – the catch being that by using them in place of an attacking move, you're effectively losing a turn.



△ *Make Pokémon hit themselves via Confusion.*



Slowbro makes like Paul McKenna. Sleep... ▷



△ *Poliwrath builds up his strength – it's the end of Buttery, you mark our words.*

These glittery gates signify a Pokémon's stats being altered. ▷

GO! GO!

Pokémon Castle

As an alternative to the Stadium mode, you can pay a visit to the ominous-looking Pokémon Castle at any time. This works in a similar way to the Gyms in the Game Boy game – work your way through three warm-up trainers, face a boss, then move onto the next stage. It's painfully tricky – the AI of the CPU opponents is staggering to watch, as they study your Pokémon's type and unleash monsters that are most effective against it. Again, there are eight battles and eight badges to earn on the way to each boss battle, and Pokémon prizes after you've defeated the Elite Four on the battlements.



If you thought you'd seen the last of Lt Surge and Brock after Pokémon Red and Blue, we've got some bad news.





The Elite Four are waiting at the top of the castle. Erk.

Aerodactyl's speed rating is sky-high – ideal for ensuring you get the first move in during every exchange.

GRAVELER L50 OK HP: 124/136 — RINO-NIDO L51 OK HP: 129/137 — It's super effective!

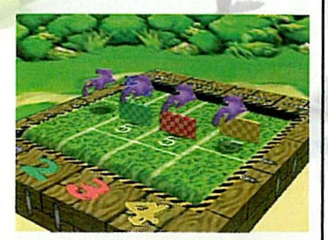
Painful-looking, yes? Super-effective earthquake attacks will make you wince.

Kid's Club

As a way to 'unwind from battle', *Pokémon Stadium* offers nine *Mario Party*-style minigames. Here are four…

RUN, RATTATA, RUN

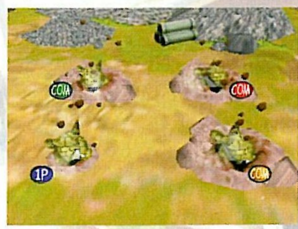
Little Rattatas scamper along a treadmill, leaping over matchstick-sized fences with a quick press of B. So cute. But also tricky – the hammering required will mash your fingers to bits.



The camera messes with your brain by spinning around during the race.

DIG! DIG! DIG!

Alternate presses of A and B send your Sandshrew burrowing into the ground – the first to dig a deep enough hole is the winner. The CPU invariably messes this up big-style.



See Sandshrew doing the exact same thing when Pokémon Snap's released.

EKANS HOOP HURL

If you're familiar with the precision analogue handling of *Mario Party*'s fishing game, this should be a cinch. Tilt the analogue to aim Ekans, then watch the snake curl around the miffed-looking Digletts.



There has to be some kind of law against exploiting Pokémon like this.

SUSHI-GO-ROUND

Interesting play on words, that. This is a battle to gobble plates of sushi which spin on a conveyor belt. Eat the pepper, though, and your Lickitung will head off on a frantic, time-wasting dash.



The blue player's Lickitung has gobbled a pepper, hence his tomato-like complexion.

Typing Class

With 15 different Pokémon types, each with individual strengths and weaknesses, a Pokémon match resembles a hideously complicated game of scissors-paper-stone. Here's a demonstration:

FLYING

One of the most common Pokémon types – as anyone who's been attacked by multiple Pidgeys in the Game Boy game will testify. Its winged attacks put the frighteners up...

BUG

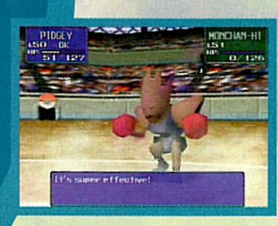
Commonly referred to as 'the weakest Pokémon of all', Bug Pokémon aren't terribly effective. But they're the only monsters who can seriously injure...



PSYCHIC

These are deadly. Most Pokémon types have literally no effect on them, and they possess a roster of hypnotic and confusing attacks that work a treat against...





FIGHTING

Hitmonchan and Hitmonlee are two examples of this Pokémon type, whose advantage is its sheer strength. Expect mainly kicking and punching moves, which can see off...



ICE

A rare brand of monster – the rare bird Articuno is an Ice Pokémon – that few other monsters can take down. Living cells abhor frozen water, so ice monsters kill...



GRASS

Dopey Bulbasaur is a prime example of grass Pokémon, who are best at sucking the life from other monsters. Plant roots suck the life from their surroundings, so plant Pokémon are effective against...



GROUND

There aren't many of these about, with Diglett and Dugtrio making up most of the numbers. They use ground-shaking Earthquake attacks and the like, specifically against...



ELECTRIC

The category that contains little Pikachu is superb – only those Ground attacks are useful against it. Unsurprisingly, Electric Pokémon are best at attacking...



WATER

Moves like Surf are the speciality of Water Pokémon like Squirtle and Gyrados. Understandably, they're terribly effective on Fire Pokémon, as well as...

ROCK

Geodude and Graveler are constructed purely of stone, and so bring with them a ton of sheer brute force, normally involving rock-chucking and ground-quaking. They're good against...

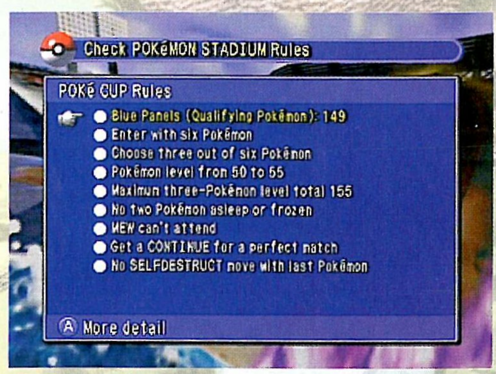
GO! GO!

Friendly Fire

Unless your N64 is your only friend, there's the opportunity to take advantage of the multiplayer options.

FREE BATTLE

The standard battle, as detailed on page 49. Choosing a particular Cup and restricting entry to only a selection of your Pokémon might seem crazy, but it brings into effect certain handy rules – for example, ensuring that only one of your Pokémon team can be put to sleep at any one time. The powerful 151st Pokémon, Mew, is banned from all but the Prime Cup.



That SELFDESTRUCT rule prevents cheatsome players from securing an irritatingly easy win.



Now that is cute. Shame we're going to have to take its face off with a Fire Burst.

EVENT BATTLE

This catapults you straight into a two-player battle. Again, you can select from four different sets of Cup rules, but there's also the option to restrict the length of the battle (with the winner decided by the number of surviving Pokémon or, failing that, the combined HP of the team). You can also control how long each player has to decide on a move, down to an excruciatingly tight five seconds.



You'll need to draw on your best Pokémon tactics when choosing three Pokémon from your team of six.

Martin dubbed Ash 'Link' in his copy of Pokémon Blue, hence the Kokiri's name on the top-left.



TAG-TEAM BATTLE

For three or four players (or one player against up to the three computer opponents), the tag-team battle allows you to form teams and fight with combined Pokémon teams. You *have* to go with the 'Anything Goes' rules, though, which leaves open the possibility of a Level 7 Clefairy coming face-to-face with a Level 100 Mewtwo, or all six of your team being sent to dreamland.



You can just make out Bulbasaur's stubborn little face in the midst of Vulpix's flame attack.

Registered teams are stored on the cart, saving you the bother of having to pick a team for every battle. Sweet.



THE NEED FOR SPEED
It's important to pay attention to a Pokémon's Speed rating, which sits alongside Attack and Defense values on the lists and tables of monster information. In battle, the fastest Pokémon moves first, often giving it time to send its opponent scuttling back into its Pokéball in one shot. For that reason, Aerodactyl and Persian, with their all-conquering Speed ratings, are valuable team members.



Another Level



A Pokémon's strength is calculated by its 'level' – Level 1 monsters are weak, and usually have only one move to call on, while Pokémon 'maxed out' at Level 100 should cut a swathe through anything in their path (except other Level 100 monsters). It's only possible to raise a Pokémon's level through battle experience in the Game Boy game, and – with the standard difficulty Poké Cup only available to monsters of Level 50 and up – it's worth returning to *Pokémon Red/Blue* and picking fights with the locals to gee up your monsters. The speed-up option on *Stadium*'s Game Boy emulator (available on Right-C) helps the endless battling pass by more quickly.



Unless your Pokémon are at Level 100, you won't last two minutes in the Prime Cup.

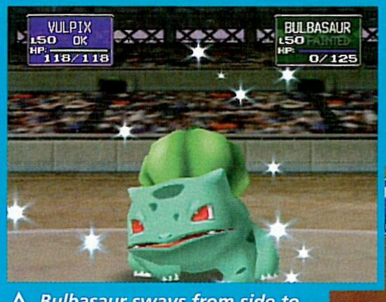
We can only think of rude captions for this, so we'll stop.



Depending on the cup, the Rental Pokémon are at Level 50 or 100.

Death becomes them

Pokémon Stadium's animation reaches its peak when one of the monsters is drained of its energy and faints. Although most Pokémon only topple over, it's the *way* they do it that's so amusing, gradually staggering backwards in the style of an over-zealous thespian, then flopping to the floor. The detail is impeccable – Farfetch'd makes a hilarious, desperate grab for his spring onion, and little Pika's eyes fill with tears. Aw.



Bulbasaur sways from side to side before flopping onto the floor. Poor grass-based mite.



There goes Squirtle. The sparkly glitter is something to do with the magical Pokéballs.



Farfetch'd stumbles, collapses and reaches for his spring onion.

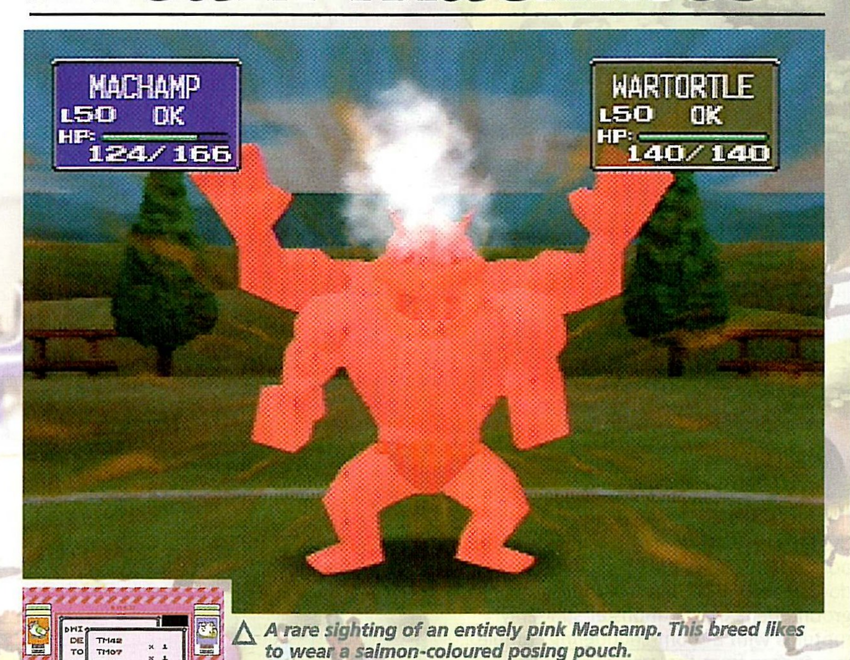
Even a curly pink quiff won't save this poor cutie from defeat.

THE FAME GAME

A particularly honourable Pokémon performance will see your monster installed as a statue in the Pokémon Hall of Fame. We dread to think how long it will take to drag all 151 critters into the limelight, but it's worth knowing that there's a unique, ultra-rare Pokémon on offer for doing just that.



Dream Machines



A rare sighting of an entirely pink Machamp. This breed likes to wear a salmon-coloured posing pouch.



Checking our TM stock on the Game Boy.



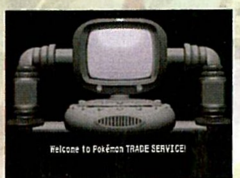
Whoah! Some severe electrical activity going on.

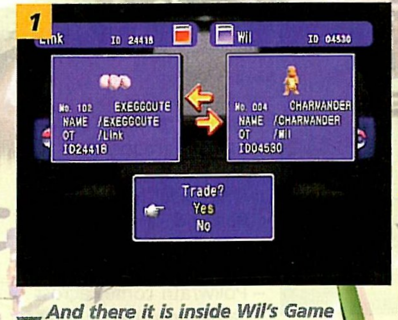
It's easier to sort your TMs on the N64.

Pokémon moves just not doing the business? The Machines may be able to help. Available as gifts from kind-hearted souls scattered around *Pokémon Red* and *Blue*, they're used to teach your Pokémon new – and usually incredibly powerful – attacks. TMs (Technical Machines), which invariably contain big-hitting moves, are the most useful, but the HMs (Hidden Machines) are also handy. Although the abilities they teach are mainly designed to aid progress on the Game Boy (CUT, for example, slashes at leafy obstructions), they're superb as attacking moves in their own right.

Trade Away

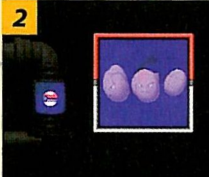
Another *Pokémon Red/Blue* feature that pops up in *Pokémon Stadium* in an all-new guise is the Pokémon Trade. It's a simple process – plug Transfer Paks and Game Boy carts into controllers one and two, head to Professor Oak's lab on Trainers' Plaza, and let the trading commence. You can watch the monsters exchange places on the special, temperamental Pokémon television screen, and there's every possibility that your Pokémon will evolve during the trade – the powerful Graveler, for example, morphs into the devastating Golem after being traded.



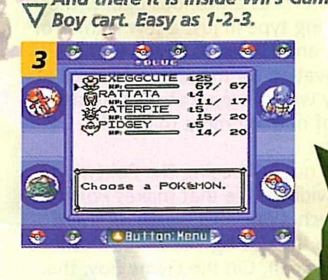


Wil wants to swap his sweet little Charmander for a mighty Exeggcute.

The trading screen shows a cool 3D picture of the monsters as they depart.



And there it is inside Wil's Game Boy cart. Easy as 1-2-3.





Vision On

Exclusive to the US and European versions of *Pokémon Stadium*, the Gallery is a slimmed-down version of the lovely *Pokémon Snap*.

STEP 1: Chose the Pokémon you'd like to point your lens at (all 151 are available) and the background for them to stand against.



These are all rental monsters. It's more satisfying to take snaps of your own collection.

STEP 2: Disappointingly, the monster simply executes a jump or wiggle, but you can move the camera anywhere while snapping away.



Oh my word – Psyduck is in fine form in this picture. If you could hear it, it would say 'Bwwoora!'

STEP 3: Select your favourite pictures and store them in the photo album, ready for perusal on a rainy day. There's room for 36 photos.



Inspect the snaps and put a mark next to the ones you want to keep hold of. Simple.

STEP 4: *Or*, you can arrange your photos into batches and print them out at special pods situated in your local Blockbuster video store.

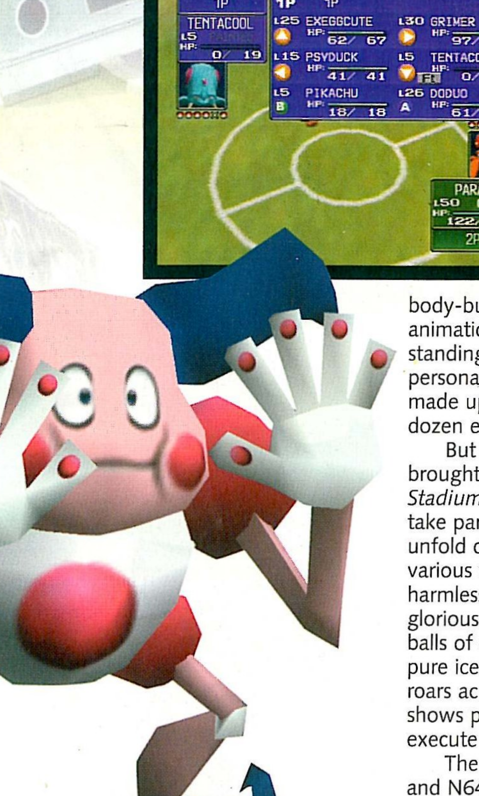


All you have to do is choose the sticker format you'd like. Then hand over some coinage.

Nintendo's giant money-spinning Pokémon machine is clearly running at full steam now. The Game Boy game is sold out, the trading cards are snapped up as soon as they hit the shelves, the movie is playing to packed cinemas, and now there's this. *Pokémon Stadium* is a game so monstrously enjoyable that it's liable to soften the heart of even the most resolute Pokémon sceptic.

It's impossible, for example, not to fall head over heels for the Pokémon themselves. Failing to see the attraction of the shrunken, monochrome, two-dimensional Game Boy monsters is understandable, but watching the little critters bouncing around the screen, smiling and posing as they wait for your next command, is a surefire recipe for love. The individualism is remarkable – Poliwrath comes across as a hilarious egocentric body-building type in just a few frames of animation, and Nintendo deserve a standing ovation for managing to instill personality within Exeggcute, a monster made up of nothing more than half a dozen eggs.

Each monster is assigned to a button on the pad. Pick the best three.



But it's not just seeing the Pokémon brought vividly to life that makes *Pokémon Stadium* such a joy – it's watching them take part in the gut-tightening battles that unfold on screen. On the Game Boy, the various fighting moves looked as cute and harmless as the monsters themselves – in glorious 3D, they're truly frightening. Giant balls of electricity sparkle, hissing beams of pure ice are thrown around the arena, fire roars across the screen, and eerie light shows play behind Pokémon as they execute hypnotic attacks.

The difference between the Game Boy and N64 battles is never more apparent than with the Earthquake attack, one of the game's most powerful moves. On the portable, the screen simply shakes up and down a bit. In *Pokémon Stadium*, the ground beneath the monster suddenly ruptures with a room-shuddering rumble, steam rises from the cracks, and the Pokémon on the receiving end is thrown into the air. The detail is such that you can even see the injured critter shut its eyes tight as the pain registers. Pokémon battles have never been more convincing or involving, and it's impossible not to flinch as your Pokémon takes damage, or sigh with relief as an enemy attack misses.

There are loads of fantastic special effects during a typical battle. Spectacular stuff.

Gengar lets one slip out. Great animation!

Bzzzzzzzzzz... Beedry the stinging wasp says a big hello to the Celadon massive.

Occasionally, the length of time it takes for a particular move to unfold on screen can be tiring, especially if you're watching it for the seventy-fifth time. In fact, the battles as a whole can sometimes be lacking a certain *flow*. There are odd pauses throughout battles – most notably just prior to each exchange of moves – the animation used to pop a Pokémon back in his ball and bring out another takes *ages*, and the commentator (who, incidentally, is just about the most unexciting and moronic we've ever been forced to listen to) uses short, stilted and woefully grating sentences.

VISUALS *Watching the little critters boucing around the screen, smiling and posing as they wait for your next command is a surefire recipe for love.*



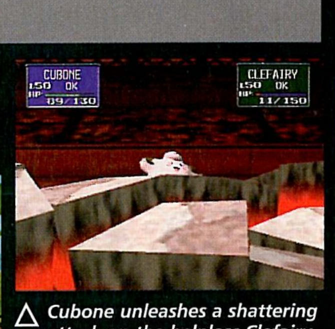
A painful lesson in the dangers of playing near power lines.

This Pikachu looks ready to summon up something special.

You can only enter Pokémon of the correct Level. Keeps things fair, it does.

You don't argue with that kind of breath. Top level 50 Machamp action.

It's a triple headed Jes monster, complete with funky green leaves.



Cubone unleashes a shattering attack on the helpless Clefairy. It should be a winner.

Still, the glorious look of the more advanced attacks is a great motivation to training your Pokémon up in the Game Boy game. Although (almost) all the monsters are available from a 'Rental Roster' at anytime, the *Stadium* battles feel much more personal when it's monsters *you've* found taking the pain and dishing it out. Transferring monsters from *Pokémon Red* and *Blue* using the Transfer Pak (included in the box) is simplicity itself – simply insert your copy of *Pokémon* and slot the whole lot into the controller – and the range of options available to list, examine, store and swap the monsters you've found on Pokémon Island is bewilderingly comprehensive.

And with 151 monsters, available at 150 levels and installed with four attacks each from a possible 200, there's an almost limitless number of battles to be had – especially if you choose to fight humans, who'll use *Pokémon Red/Blue* to train their fighters and bring a fresh set of monsters to every battle. The game tries hard to make the one-player Stadium and Castle fights exciting – the CPU Pokémon have randomly-generated nicknames, and there are some splendid prizes available for thrashing the computer – but it's when sitting next to a friend, cheering your Pokémon on against unpredictable tactics, that *Stadium*'s at its best.

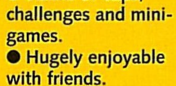
As such, it's hard to imagine a time when you'll tire of the game. A typical triple Pokémon fight with a friend (or a tag-team match with up to three pals) takes a good few minutes, but as soon as it's over, you'll be itching for another go. Ignore the Kids' Club (a fun but spurious collection of *Mario Party*-style mini-games) and the rather disappointing Gallery section. They both have the feel of being tagged on to placate you when you're bored of the standard Stadium fights – and that's something which isn't going to happen for a *long* time. If the minimalist scraps of Game Boy *Pokémon* can keep pint-sized playground residents happy for months, the special-effects explosion of the N64 fights will last years.

Because seeing your very own Pokémon scrapping on-screen is intrinsic to *Pokémon Stadium*'s appeal, you're probably expecting us to recommend it only to owners of *Red* or *Blue*. You're wrong. We recommend *Pokémon Stadium* to *everyone* – buy it, and if you haven't taken the plunge with the GB game yet, buy that too. There's never been a better time to grab yourself a one-way ticket to the glorious world of Pokémon.

MARK GREEN

LIFESPAN *If the minimalist scraps of GB Pokémon can keep playground residents happy for months, the special-effects explosion of the N64 fights will last years.*

pluses & minuses



- Gripping and surprisingly violent-looking battles.
- Flawlessly-animated monsters.
- Stacks of cups, challenges and mini-games.
- Hugely enjoyable with friends.

–

- The world's worst in-game commentator.
- *Pokémon Red* or *Blue* are practically a requirement.

If you like this...

Mario Party
Nintendo
N64/27, 85%
Multiplayer laughs in equal abundance.



9 VISUALS
The Pokémon – they're alive! The animation is consistently jaw-dropping.

7 SOUNDS
No proper Pokémon calls, and the voiceover irritates us like no other.

8 MASTERY
Most impressive is how the Transfer Pak has been exploited to the full.

9 LIFESPAN
Unless you're sick of Game Boy *Pokémon* battles already, this will run and run.

VERDICT
A consistently thrilling battle game packed full of perfectly-realised 3D Pokémon, and a flawless demonstration of the Transfer Pak's potential.




90%

PREVIOUSLY IN N64 We previewed *Daikatana* in the last issue.

Shoot the power pack on the wall to destroy the gun turret – one of the earlier, and simpler, puzzles in the game. It's not too difficult, mind...

The Discus of Daedalus, otherwise known as an ornamental plate.

The Shockwave gun – it's very pretty and does loads of damage to boot. Very nice indeed.

Dark Ages Norway isn't used to the hi-tech weaponry of the 21st Century. Kill those peasants dead!

DAIKATANA

Can this first-person shooter fill the space left by Perfect Dark?



You'll need some kind of key to open this gate. Where is it?

As you can see, the detail on the monsters isn't terribly inspiring.

You won't come across many groups of enemies to battle with.

These two statues take a lot of damage – use a better weapon...

Ah, grenade launchers. Always good fun, they are.

Greece is a very pretty level – but a little bit empty.

You're joined by two sidekicks that don't help you at all.



INFO BURST

DAIKATANA

FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	3 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
April	April	TBA

COST: £40

The time of your life

The plot of *Daikatana* sees you travelling through several different time locations in an effort to get to a futuristic San Francisco, where your arch-enemy awaits. Luckily, you've got the Daikatana, a mystical sword which can help you time travel. Here are a few of the places you can visit.

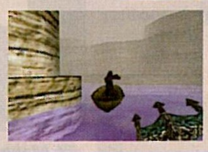
ANCIENT GREECE

Ancient Greece must have been well-known for its pea-soupers because in *Daikatana* it's absolutely smothered in fog. After making your way through some ruins, you'll have to pay the ferryman, Charon, to escort you over the river, and from there it's a dirty slog through dungeons and a ruined acropolis to fight Medusa. Killing her will power up the Daikatana, allowing you to travel in time to the next location…





Deep inside the acropolis. Scary (ish).



It's Charon the boatman. Say hello!



Watch out for the mythical monsters in Greece.

DARK AGES NORWAY

Riddled with the Black Death, Norway is filled with monsters (the plague has turned the inhabitants into zombies called, erm, "Buboids"). To lift the curse from the land and proceed with your quest, it's necessary to defeat several evil wizards, all of whom are responsible for Norway's current bleak condition. From Norway it's off to San Francisco for the climactic showdown…



A rather pretty snowy scene. Pity about the plague, though…

The cut scenes are often hilarious.

One of the evil wizards. They're incredibly hard to kill…

WEAPONS O' WAR

Guns are the lifeblood of any first-person shooter and here are our favourites from *Daikatana*.



Shot Cycler

A five-shot shotgun, that empties its magazine in one go. It's very powerful, but slow, and the reload animation is terrible.



Sidewinder

More or less a rocket launcher, the force of the Sidewinder's blast knocks you backwards a few feet.



C4 Vizatergo

A grenade launcher with a difference – it fires C4 explosive, which sticks to any surface. A little like *Turok: Rage Wars'* Napalm Gel.



Trident of Poseidon

A bit silly, this: found in Greece, it's a huge fork which fires blue bolts. Dead powerful, though.



Ballista Weapon

No more or less than a gigantic crossbow which fires explosive bolts. Naturally, this is found in Dark Ages Norway.



Hammer

Yes, it's a hammer. However, holding down Z 'charges' it up and when charged, it'll unleash a huge monster-knacking shockwave.

MULTIPLAYER

Yup, there's a full-on four-player game in *Daikatana*, which at least offers a bit of value for money. However, it's not the greatest we've ever played, mainly because it's so s-l-o-o-o-w. Only a handful of the weapons are available, and the few levels that do make it through are far too big. A shame, then, but there's only a month or two to go 'til *Perfect Dark*, remember.





WORDS OF WISDOM

There are a fair few cut-scenes in *Daikatana*, but they're all pretty basic and hardly up to the standard of *GoldenEye's* or *Jet Force Gemini's*. Special mention, though, must go to the text which accompanies the scenes – the translation is *awful*. Our favourite gaffs so far are "my heart goes pit-a-pat" and the fact that your Power Glove is called a Power *Grove*. Priceless.





MASTERY *The weapons deserve special mention. The Shockwave, for example, sends out devastating rings of blue energy.*

***Daikatana*, it has to be said, is a game with a *lot* of history. The man behind it, John Romero, worked on the original *Doom* and then went on to create *Quake*. But before development started on *Quake II*, Romero jumped ship, founded his own company called Ion Storm, and commenced work on *Daikatana*.**

"So what?" we hear you cry, "they're PC games!" And yes, that's true. But Romero has been working on *Daikatana* for over *three years* now – the same time it took Miyamoto to finish *Zelda* – and in that space of time, his former colleague John Carmack, who also worked on *Doom* and *Quake*, has made both *Quake II* and *Quake III: Arena*. *Daikatana*, then, had better be very impressive indeed. And you know what? Almost inconceivably, it's arrived on the N64 *before* the PC. So is it any good?

Weeeellll… yes *and* no. *Daikatana* tries to combine RPG-style character skill-building with traditional first-person shooter thrills, but it looks like this conversion is just a heavily simplified port of the PC original. And that's probably why Kemco's game has beaten its parent to the shops. The levels are small, textures bland,


GO! GO!

pluses and minuses

+

- Levels set in different time zones.
- Wide variety of meaty weapons.
- Pretty fast.
- Tight control.
- Intriguing RPG-style extras.

–

- Dull and stupid monsters.
- Small levels.
- Basic puzzles.
- Drab.
- Some of the guns are quite absurd.

If you like this...

Quake II
Activision
N64/32, 90%
A more straightforward, and simpler single player mode. And a multiplayer to die for.



6 VISUALS

Simple textures and slightly muddy, but each time zone is admirably different.

5 SOUNDS

Guns, half-hearted screams and some truly terrible music.

6 MASTERY

Looks fairly basic but eventually clips along at a fair old rate.

6 LIFESPAN

The single-player game isn't huge, and the multiplayer is fairly basic and slow.

VERDICT

Daikatana at least *tries* to do something a bit different but at heart it's just a very average first-person shooter.



HOW TO... get the Daikatana

The final stage of the first level is dead tricky. Here's how to make your way through it and grab the fabled Daikatana (which you can't actually use, but hey).

***1** Okay. Once you reach the main room with the four vents embedded in the walls (and the concrete Octagon in the middle), blow out the vent in the top-right corner and climb in.*





***2** Head through the tunnel, blow the vent out at the end, and you'll come to a walkway infested with security drones. Best kill 'em, eh?*



***3** Go through the opening ahead, on your left, and carry on. Destroy any enemies until you reach this room.*

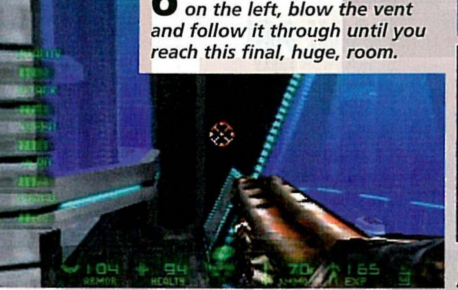


***4** Right. To the right is another room with two swirling multi-coloured pipes. Hit the switch on the right.*



***5** Run back into the previous room and climb up the ramp, then head through the passage – you'll eventually come into this room, here.*

***6** From here, climb up the ramp on the left, blow the vent and follow it through until you reach this final, huge, room.*



***7** Hit the switch on the left, then head right and use the lifts to reach the walkway. Use it to get to the opposite side of the room.*



***8** Make your way via the lifts to the elevated room that leads to the central 'pyramid'. If you're quick, the bridge will still be there...*





***9** And it'll lead you straight to the Daikatana. Hurrah!*

colours muted and muddy, and you'll only ever encounter one or two enemies at a time. Compared to Activision's fine port of *Quake II* – and forgetting for a minute the all-out brilliance of *GoldenEye* or *Perfect Dark* – *Daikatana* ends up looking more like *Hexen*.

And yet, for all its basic faults – which, bafflingly, include the inability to surface out of water unless you find a ramp leading to dry land – *Daikatana* can be curiously enjoyable. Control is tight (there are no *Turok 2*-style swinging crosshairs here) framerates are smooth – even in hi-res – and the RPG aspect of the game adds a certain edge to proceedings.

You've got several abilities, such as Attack, Speed and Power, and killing enemies and progressing through the game basically raises their strength. This means that you move faster, your weapons do more damage and you can jump higher, etc. At the start of the game you're slow and weak, but by the time you get to the third level – Dark Ages Norway – you'll be pelting around like nobody's business. It's a system that works, even if it is very simple.

The weapons deserve special mention too. For a start there are absolutely loads of them and despite some of them being utterly laughable – Granny's best china that is the 'Discus of Daedalus', for example, or the Venomous Staff, which looks like a couple of snakes apologetically coughing up phlegm – they're mostly quite meaty, and put *Armorines*' weedy-looking arsenal to shame. The Shockwave, for example, sends out devastating rings of blue energy.

you'll usually fight monsters either singly or in groups of two, and they're not the most intelligent of beasts, standing idle until you 'activate' them into action by coming into range.

So *Daikatana*, then, doesn't quite achieve what it originally set out to do. As a first-person shooter, it's pretty bog-standard, and the flashy extras – such as the emphasis on roleplaying – are hardly revolutionary. This ranks a little above *Quake* and *Armorines* – it's more

LIFESPAN ***It's little more than basic. There's the usual find-the-keys-to-open-the-door puzzles and precious little else to tax the brain.***

Unfortunately, though, the rest of the game is little more than basic. There's the usual find-the-keys-to-open-the-door puzzles and precious little else to tax the brain. And despite the entertainingly varied weaponry, moments when fighting feels really *exciting* are rare. As we've said,

inventive, if not particularly thrilling – but way, way below the various *Turoks*, *Duke Nukems* and, of course, *GoldenEye*. And with *Perfect Dark* merely a month or so away, is that really enough? Nope, we didn't think so either.

JES BICKHAM

PREVIOUSLY IN N64 We reviewed the US version of *WinBack* in **N64**/35. We declared it to be tip-top shooting spiffery.

▽ Jean-Luc has six bullets missing from his clip. The corpse has six 'new ones'.

△ If only that guy knew what a world of hurt he was running into.

▽ Not an ideal situation to be in. The enemies can get head shots too – start dodging.

If we pull the trigger now, we can shoot him in the bum! Heheh... heheh... ha! ▷

There's even a little bit of naughty language in the game. Still, Jean-Luc doesn't know what 'traggots' means. ▷

OPERATION WIN

Different name, same great game.

INFO BURST

OPERATION WINBACK	
FROM:	Virgin
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 9 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	April	Now

COST: £40

Believe it or not, Jean-Luc Cougar, crack agent from the SCAT anti-terrorist organisation, doesn't have the most embarrassing name in his squad. That honour goes to Steven Legal, a man with a beard. And the terrorists themselves had parents with a strange sense of humour, boasting the likes of Gunt, Kenneth and the terrifying Cecile among their number.

As kids they all took their lumps in the playground (rightly so in Cecile's case), but as adults their paths diverged. While Jean-Luc strolled down the bright side of Justice Street, Kenneth's motley crew of social inadequates jumped the red lights and ram-raided Decency House. Meaning that they stole a lethal military satellite and held the world to ransom, with Mr Cougar and his sense of moral outrage our only defence.

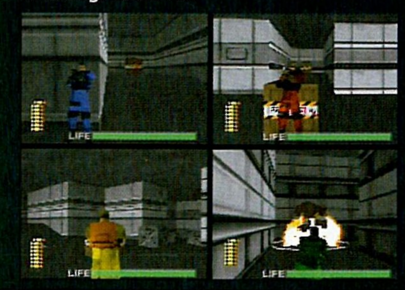
This is *Operation WinBack*, the long-awaited stealth shooter from Koei, given a surprisingly early PAL release to fill the hole left by *Perfect Dark*. We liked it a lot when we reviewed the US version (*WinBack: Covert Operations*) in **N64**/35, but have the months dulled our enthusiasm? Bring it on.

MULTIPLAYER

With six different types of multiplayer game, *WinBack* is good fun when you've got a few friends round.

Deathmatch

Each player has one life, so it's in your interests to be careful where you tread. Once you die, you have to sit and watch the others play until there's just one man standing. Excellent.



Point Match

For three or four players only. Points are awarded for how much damage you inflict, with bonus points for notching up a kill. First person to hit a preset score wins the game.



Lethal Tag

A sort of king of the hill game, in which you score points by hitting the other players while you're in control of a white cube. The first person to score seven points is the winner.



Cube Hunt

Like Beetle Adventure Racing. *The first person to touch all seven coloured cubes is the winner. You lose a cube every time you get hit, so it's very confusing. Give it a miss.*



Quick Draw

More of those crazy cubes again, but this time you have to shoot them, in order, as fast as you can. Knowing where they're going to appear next is half the battle. Interesting.



Team Battle

A slightly longer deathmatch. Pick three of your favourite characters from the 28 available, and take them all into battle. When you lose one, the next one in line takes his place.



TRIAL MODE

Once you've blasted your way through all 31 levels and seen all three endings, what's left? Well there's always Trial mode, in which you get to save your score and time records for each level. To unlock it early, you can enter a simple code on the 'press start' screen, but don't spoil the surprise by warping ahead to levels you haven't already beaten in story mode. Quickly tap out the following sequence on the D-pad: Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold Bottom-C and press Start.

BACK

Training mode

The training arena is where you learn the essential skills that all would-be agents require. Shooting, dodging and killing techniques, here we come.

Beginner

You can brush up on your essential pistol skills at the firing range. Assuming you can master the art of rolling and ducking, you'll be rewarded with some passive subjects to fill with lead. Ace!



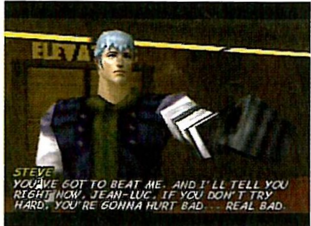
Intermediate

With a few large shipping crates thrown in, this next room is a more difficult challenge. The targets fire back, so you'll need to use the old duck and cover move you learned earlier to avoid taking damage.



Advanced

Once you've got to grips with the basics, your instructor will step into the arena for a spot of serious combat training. The bullets are real, and it's a taster of what to expect from the bosses later in the game.



GO! GO!

GAME OVER?
To add some more replay value to the game, there are three different endings – good, normal and bad. Which one you get to see depends on how well you've performed on your way to the checkpoints at levels 23 and 27. If you take too long to reach either of them, the satellite weapon will fire, certain characters will die, and you'll be on course for a lesser ending. Making it to the checkpoints inside five and six hours respectively will enhance your chances of seeing the best end sequence. The storyline changes for each ending and an extra boss is encountered on two of them, so it's worth seeing them all.

OPERATION: FAILED

It's all too easy to mess up your mission by taking a wrong turn or firing your weapon in the wrong place. Try to avoid this kind of thing.

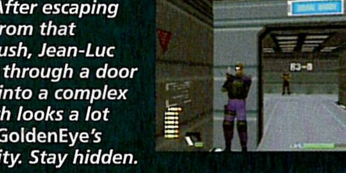
1 It's dimly lit in here but the automatic target shows that there's something lurking up there. Be very careful.



2 Here they come! It's best to fire in short bursts to conserve ammo and maximise the damage caused by each shot.

3 There's a secondary attack coming from the side. This is where it gets very hard, as coping with multiple enemies from different angles is an advanced skill.

4 After escaping from that ambush, Jean-Luc slips through a door and into a complex which looks a lot like GoldenEye's Facility. Stay hidden.

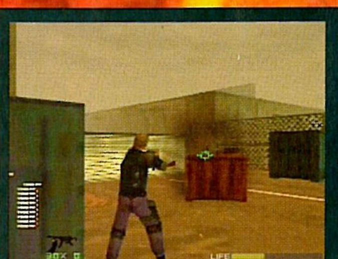


5 Well, that guard had to go if Jean-Luc was ever going to get out of his hiding place. With any luck, the shots won't alert the rest of the enemies.

6 Unfortunately, it seems as if we're not alone here. A cut-scene showed one of the black-clad terrorist elite making his way along the corridors, and there's this guy behind a crate.



7 And that's where it ends. We got a couple of shots in but the super soldier finished Jean-Luc with a few stout blows. Back to the start.



▷ Steve's in a bad way. In fact, he's brown bread.

◁ Looks like a head shot could be on if he pops up.



△ The battles are very scary. Jean-Luc could do with a fresh pair of pants.

W*inBack* has two aspects. There are tense parts when you find yourself sneaking around heavily guarded compounds, waiting for someone to jump out and wave a gun in your face. Then there are the truly buttock-clenching moments when somebody does pop out from behind a corner, you fire off a few rounds and all hell breaks loose as you're swamped with enemy reinforcements.

That's basically all there is to it, with the occasional bit of switch-pulling and a few laser traps to negotiate. Like *Metal Gear Solid* on the PlayStation, *WinBack* takes one very good idea and expands it to fill an entire game.

It's just like being in the middle of a Hollywood gunfight. Not that any of us have actually been in one, but *WinBack* certainly brought back memories of Butch and Sundance's last stand, the end of High Plains Drifter and a few great episodes of 21 Jump Street. The mechanics of the game are very simple. You find some suitable cover, such as a wall or a crate, and press A to make Jean-Luc stand or crouch with his back to it. Having done that, Jean-Luc becomes attached to the object, and can't walk away without pressing A again to break the bond. Being stuck to a wall might not sound like the best place to be during a shootout, but by holding R you can pop out, deliver a few rounds, then hide and reload. A target pops up over the nearest enemy, and you can rotate the camera to keep an eye on any troops foolish enough to try sneaking up on you. By staying alert, dodging out of sight to avoid incoming fire and making good use of every strategic vantage point, the lone Jean-Luc can dispose of entire platoons of enemy grunts.

Fantastic stuff, for sure. The rest of the game is just there to provide a story and location for the gunplay. You'll never need anything other than fast reactions and mastery of the control system in order to make it to the end, where a number of surprising twists await, depending on how well you performed. It would have been nice if there were a few more variations on the theme, such as a stealth level or some more challenging puzzles, but what there is should satisfy most shoot-'em-up fans, particularly those who enjoyed *GoldenEye* or the remarkably similar *Syphon Filter*.

VERDICT ***This should satisfy most shoot-'em-up fans, particularly those who liked GoldenEye and the PlayStation's Syphon Filter.***

Gun-damm

One of the toughest challenges, apart from the bosses, is getting past the fixed gun emplacements. They cut you down as soon as you stray within range. Luckily there are a few sections where you can get your own back by taking control of abandoned guns. Just line 'em up and mow 'em down.

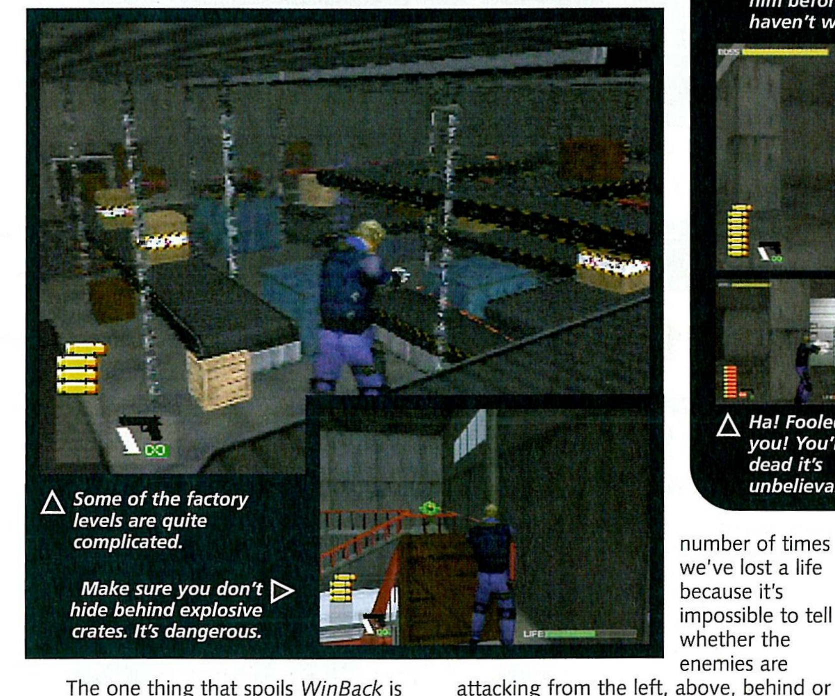


You won't find many of these machine guns lying around. They're great fun to use.

The game switches to a first-person view when you start shooting.



This baby can shoot down loads of enemies with no trouble at all.



Some of the factory levels are quite complicated.

Make sure you don't hide behind explosive crates. It's dangerous.

BOSS-SIZED HEADACHE

Bosses crop up at regular intervals, and they're well versed in the art of inflicting colossal amounts of pain. You know when you're about to encounter a boss because there'll be a large, empty room, a brief cut-scene, and a sinking feeling in the pit of your stomach. As if contending with the chaingun-toting big boys wasn't hard enough, there are often other hazards such as lasers and exploding boxes scattered around as well. Ouch.



He's called Duke, he has a blond crew cut and big muscles... We've seen him before, haven't we?

Dare we come out from this hiding place? Well, okay.

Hello there. Can't we just be friends? There's no need for all this violence.

Ha! Fooled you! You're so dead it's unbelievable.

Creeping towards the final showdown.

Watch out for laser traps. They're, like, totally fatal.

The one thing that spoils *WinBack* is the hopeless camera. It's way too dumb to anticipate what you're going to do next, and we've long since lost count of the number of times we've lost a life because it's impossible to tell whether the enemies are attacking from the left, above, behind or whatever. To make the most of the game you really do have to fight with the camera, anticipating when it's likely to flip around and leave you vulnerable. As long as you're ready with a quick tap on the C-buttons to halt the rogue camera in its tracks, you'll be okay, but *WinBack* certainly makes you work for your fun.

Is it worth buying, then? Absolutely, as long as you bear in mind the little quirks and flaws that you'll just have to put up with – a lack of variety from level to level and that absolutely infuriating camera being the two most obvious. *Operation WinBack* is a very good game – although not quite a classic – with no real competitors on the N64 or any other system. Original, violent and extremely enjoyable.

MARTIN KITTS

MASTERY ***The one thing that spoils* WinBack *is the hopeless camera. It's way too dumb to anticipate what you're going to do next.***

pluses & minuses

+
- Scarily realistic shooting.
- Brilliant combat system.
- Good multiplayer.
- Atmospheric buildings.

–
- Duff camera.
- Foggy graphics.
- No blood.

If you like this...

GoldenEye 007
Nintendo
N64/9, 94%
The nearest thing to *WinBack* but with a lot more variety.



7 VISUALS
It's a shame there's so much fuzz and fog, because the character models look great.

8 SOUNDS
Purely functional and atmospheric. The shots sound deadly.

7 MASTERY
We could have done without the dodgy camera and the fog.

8 LIFESPAN
A decent multiplayer mode and time trial stages will keep you playing.

VERDICT
Great stuff, with just a few reservations. If you've always wanted to feel like Clint Eastwood, this is a .44 Magnum.



PREVIOUSLY IN N64

We had a quick 'decko' – yup – at *International Track & Field* in last issue. Issue 40, to be precise.

TECHNIQUE!
Bashing those buttons can be a tricky exercise, not to mention a tiring one. Luckily, there's a couple of patented methods to getting the best results. Cheaters beware – auto fire functions won't win you anything (they only work on *one* button), but dragging a marker pen over the buttons helps infinitely, and saves your fingers. The best method, though, is to wrap a velcro wallet around your hand and rub the buttons with your palm. Beautiful.



Timing is dead important in the hurdles.

The 'horse'. Time it right to get a proper jump.

The run-up to the High Jump. You'll need to build a lot of power up.

Well, we're nowhere on the leader board. Oops.

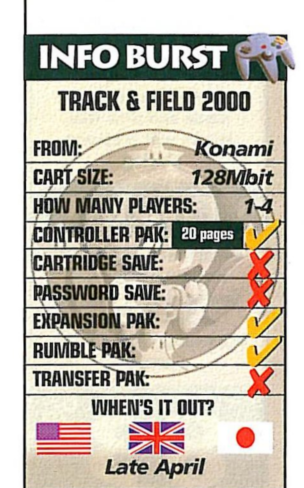
The long jump is one of our favourite's. Top stuff indeed.

INTERNATIONAL TRACK &

Bash them buttons and go for gold!



INFO BURST



TRACK & FIELD 2000

FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	20 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

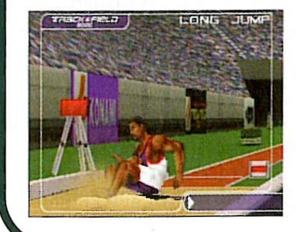
WHEN'S IT OUT?

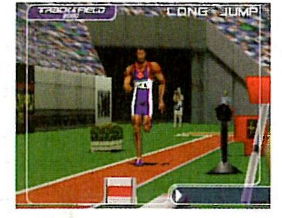
Late April

COST: £40

REPLAY IT AGAIN, IT SAM

The action replays in *Track & Field*, whilst not quite as impressive as those found in racers par-excellence *Ridge Racer* and *World Driver Championship*, are still quite beautiful, and made even better by the superbly motion-captured in-game characters. Some effective motion blur helps matters too, and the replays are dead useful in helping you determine better accuracy and timing. Well done, Konami.







ON THE POLE

The pole vault is a tricky little customer. Our step-by-step instructions should see that you never fail.



1 As per usual, there's a run-up to be made before the actual act of pole-vaulting. Hit Left and Right-C.



2 Keep on tapping the buttons furiously, as you'll need pretty much max power to clear the bar.



3 Right. Your athlete will automatically start to vault when he nears the bar – what you have to do is...

4 ...press Z to stop the timing meter in the correct place. Fail, and you won't reach the bar.



5 Then, almost instantaneously, hit Z again to stop the recover bar in the correct place.



6 If you're successful, you'll sail over the top like an angel. Fail, and you'll look like a right donkey.

PAD O' EVIL

Do you remember the review of the awful silver-hued Controller Plus 64 in issue 40? As far as third-party pads go, it was among the worst... but we've found a use for it! The twizzly top of the analogue stick (why do third party pads always have this? It's baffling) is perfect for the hammer throwing event, where you have to twirl the stick as quickly as possible. And that, friends, is the only thing that this pad is good for. Sorry to be so blunt.



N64 MAGAZINE STAR GAME

Blimey. Mark has collapsed, red-faced and out of breath, on the floor; Tim is whimpering with pain and clutching a sprained wrist; Wil's fingers are red-raw; and Martin sits impassively, with only a throbbing vein pulsing at his temples to show his exertion.

Ladies and gentlemen, welcome to *International Track & Field 2000*, a game that'll leave you feeling like you've run a decathlon after approximately ten minutes play (explaining Team **64**'s current state of fatigue). It's the most exhausting game we've ever played (and remember, we've played *Carmageddon* and *Superman*, although, admittedly, they're exhausting in an entirely different sense of the word).

Those of you on the wrong side of 20 may well remember the original *Track & Field* arcade game, something which also required plenty of frantic button-hammering and joystick waggling. Although prolonged bouts of play offered the very real danger of repetitive strain injury the game was a blast – especially in multiplayer.

GO! GO!

THIS IS HOW WE DO IT

Allow us to take you through how one of *Track & Field*'s trickier events works. Yes, it's the horizontal bar!

1 No button-tapping here. Your athlete will get a hand up on to the bar and start swinging all by his merry self.



2 This is where it gets tricky. The meter on the bottom right measures command (which is automatic) and timing (controlled by you)...

3 A command strip will appear somewhere on the bar, and, using the Z-trigger, you have to stop the expanding timing bar on the command strip.

4 Do this successfully, and some analogue stick directions will flash up. Follow them – quickly – and your gymnast will execute a move.

5 This pattern continues throughout the event, getting quicker and demanding sharper reflexes.

6 Points are scored, though, for the moves you manage to pull off (ie, how many directions you successfully follow).



7 At the end, your gymnast will dismount and your score will be totted up. Better luck next time...



Hurdles. A classic event and no mistake.

Aaaaand we're someway at the back. Best build up those fingers, eh?

Ah, the 'horse', as we believe it's called. Great fun, this event.

All the characters are motion-captured, to make the most out of the game.

So it's with big smiles and plenty of back-patting that we congratulate Konami on bringing an incredibly polished update to the N64. Offering a host of improvements over the PlayStation version of a couple of months ago – mainly a pile of extra events – *International Track & Field 2000* is a retro treat.

The aim of the game, of course, is to indulge in some (for 'some', read '14') Olympic-level sporting events, from 100m sprints to swimming, the javelin, hurdles, hammer throwing, weight lifting... you name it, it's here. The main Championship mode is structured just like the real thing, with three events per day, and medals are awarded for record-breaking times and scores. You can also dip in and out of each event as it pleases you – rather like the Mini Game Battle option in *Mario Party* – without having to worry about all that 'queen and country' business.

Each event revolves around simple button-bashing. In the simplest instance, the 100m sprint just requires you to alternately hammer Left-C and Right-C as quickly as possible – but later events are more complex, such as the horizontal bar, which asks that you input directional commands with split-second timing. Somewhere in the middle lie events such as the long jump, where, after an exhausting run-up, the Z-trigger is used to determine the correct angle of leapage.

LIFESPAN ...you'll feel like you've just run the decathlon after approximately ten minutes play.

Basically, it's all incredibly simple stuff, and all you'll need are various different combinations of Left/Right-C, analogue stick and Z-trigger.

And what fun it is – despite being, at heart, the most incredibly basic game you'll ever see, *Track & Field* is hour-wastingly addictive. Like all the best time trial-style challenges, the 'one-more go' factor is high. Martin, for example, hasn't been able to drag himself away from the javelin, and his world records are proving to be unbeatable to the rest of us. I'm the Best is certainly going to be a crowded place over the coming months.

However, there is a downside to all of this. Despite the wealth of challenges – and there really are only one or two clunkers amongst them, the weight lifting being the prime offender – there really isn't that much variation to be found, and you'll soon ignore some challenges over others, leaving you with the equivalent of, say, half of *Mario Kart*'s tracks to time-trial on. And the game is *really* tiring, and often painful, to play for long periods – good times and scores are dependant on you bashing your pad as frantically as possible (and, of course, there's the distinct

HEAVEN EVENT

Here's what we think of the best – and worst – of the 14 events you'll find in *International Track & Field 2000*.

MOST FUN! TRAP SHOOTING

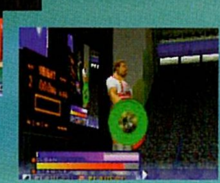
Tremendous, this. All you have to do is blast away at 'traps' (essentially clay pigeons), which are fired into the air ahead of you. Shoot every trap, and more are thrown at you the next time, multiplying your points significantly. The ultimate aim, of course, is to get every trap with a single shot each – the only way to break the world record.



This is brilliant shootin' fun, for sure.

MOST DIFFICULT! WEIGHT LIFTING

Almost impossible, this, and any successful results are mystifyingly random. You've got to tap Left-C and Right-C to build up power, and then hit Z when you're in the 'OK' zone. However, it's darn tricky to get the right balance between power and stamina and thus lift the weight above your head. Horribly frustrating.



It's darn near impossible, this.

MOST TIRING! 100M FREESTYLE

Practically the same as the 100m sprint, the freestyle simply asks that you hammer Left and Right-C in rapid succession. But, because moving through water is a slow and tiring business, you'll be sweating and in agony even before the first length is over. A real test of endurance.



You'll need fingers of steel.

MOST BORING! BREASTSTROKE

This is very tedious, and one of the few uninteresting events in the game. All you have to do is tap L and R in time with the on-screen timer to get a steady head of speed up. And that's it – it's awfully boring and lacks the slap-in-the-face immediacy of the rest of the game.

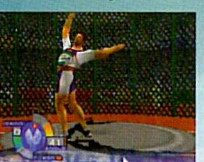


Not the most exciting event, this.

MOST PAD-KNACKING! HAMMER THROW

Although one of the most enjoyable of the game's events, the hammer throwing is the one that poses the most threat to your pad. You have to twirl the analogue stick as fast as possible, which isn't going to do a whole lot of good for its finely-tuned sensitivity.

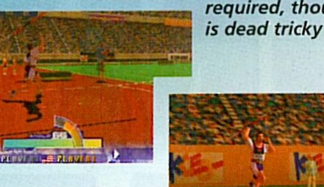




This can potentially hurt hands.

MOST SATISFYING! JAVELIN

Although it's darn tricky timing the point at which you have to throw the javelin – if your athlete goes over the line, even after he's thrown it, it's a foul – hurling the pointy stick over a hundred meters and trashing all records is immensely gratifying. Hitting the 46 degree angle required, though, is dead tricky



Timing this right is dead hard, y'know.

possibility of harming your pad with extended play). After playing the hammer throwing – which requires twirling the analogue stick as fast as possible – we had bright red weals on our palms. Most worrysome, though, is the fact that this isn't a game that you're going to play much on your own – *Track & Field* is designed for you and three friends to sit around, each trying to hammer the pad quicker than the rest. As a social affair, *Track & Field* is tremendous. For the solo player, however, it's not half as laugh-out-loud fun. The 'time-trial' mentality of the game will keep you coming back to beat your own scores, but it's not where you'll get the most out of the game.

So, as a multiplayer laugh-fest, *International Track & Field* gets the thumbs up. It's incredibly polished – it looks wonderful, running in hi-res with an expansion pak, and the replays (complete with motion blur) are superb. The defiantly 'old-skool' (ahem) gameplay may be the simplest you'll ever experience, but it just goes to show what a winning formula Konami came up with all those years ago – and they've done their legacy proud.

JES BICKHAM



Ah, the replays. They're truly fantastic in Track & Field and incredibly detailed.

pluses & minuses

+
- Great visuals.
- Action replays.
- Some superb challenges.
- Tremendous fun with friends.

–
- Samey in places.
- Not so fun on your own.
- Exhausting.
- Pad-wearing.

If you like this...

Mario Party
Nintendo
N64/27, 85%
Thematically similar collection of multiplayer-based games.



8 VISUALS
Hi-res, brilliantly animated and full of character. Replays are a nice bonus, too.

6 SOUNDS
Some 'music', plus plenty of crowd cheering and hollering.

6 MASTERY
Graphically superb, but the actual content is *very* basic.

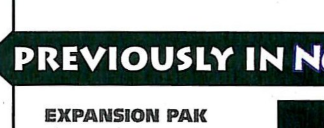
7 LIFESPAN
With friends, this could last you ages. The single-player is less compelling.

VERDICT
Basic and shallow but beautifully presented and superb fun. Lacking for the single player perhaps, but still recommended.



86%





PREVIOUSLY IN N64 We previewed *Tony Hawk's Skateboarding* last month. Oh yes we did.

EXPANSION PAK
The game detects the expansion pak when you switch it on, although there's no option to play in hi-res. In fact, we couldn't tell the difference between the game on a standard N64 or with the extra memory. Maybe there's a longer replay mode, but you're really not missing out on anything here if you don't have a pak.



Nice boardslide. The longer you hold it, the more you'll score.

Secret stuff is typically hidden in the most unlikely places.

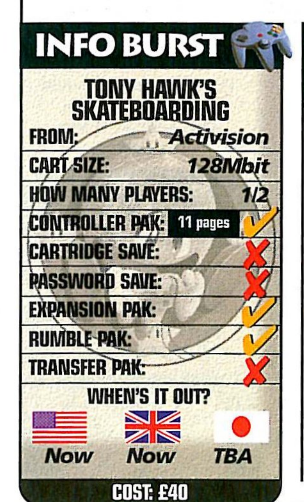
You can smash through all sorts of things in the levels.

Look at the tilt on that camera view. Hairy, scary stuff.

TONY HAW SKATEBOA

Get ready for a roller coaster ride. On a wheelie-plank.

N64 MAGAZINE STAR GAME



INFO BURST

TONY HAWK'S SKATEBOARDING	
FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 11 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

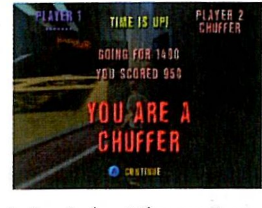
US	UK	Japan
Now	Now	TBA

COST: £40

HEAD TO HEAD

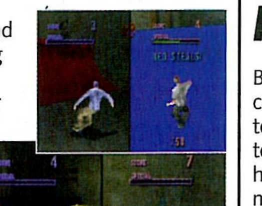
Tony Hawk's has got all the right moves when it comes to two-player gaming. Two of the three options are particularly cool.

HORSE



Our favourite two-player game. You take it in turns to pull a single trick, trying to beat the previous score. The first person to get a lower score gets awarded a letter from whatever choice obscenity you type in at the start – a rare opportunity to get your N64 to swear at your friends on your behalf.

GRAFFITI

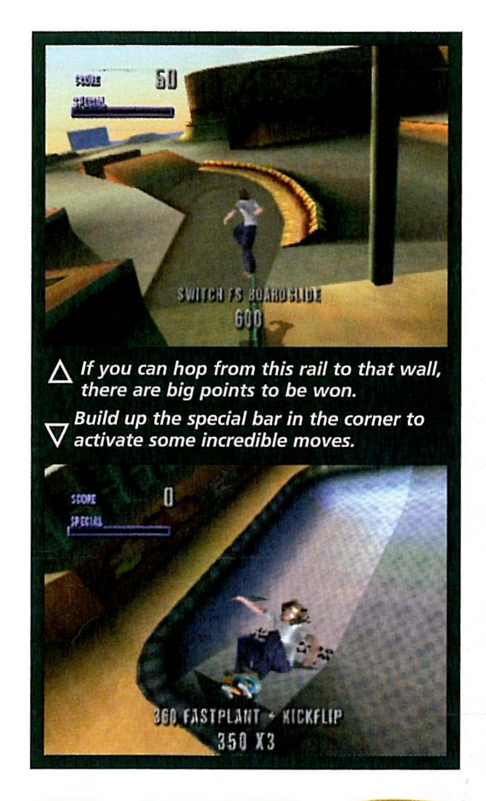


'Tag' the ramps and rails by performing stunts on them to paint them in your colour. You can steal your opponent's tagged areas by doing a better stunt in the same place. Excellent.

TRICK ATTACK



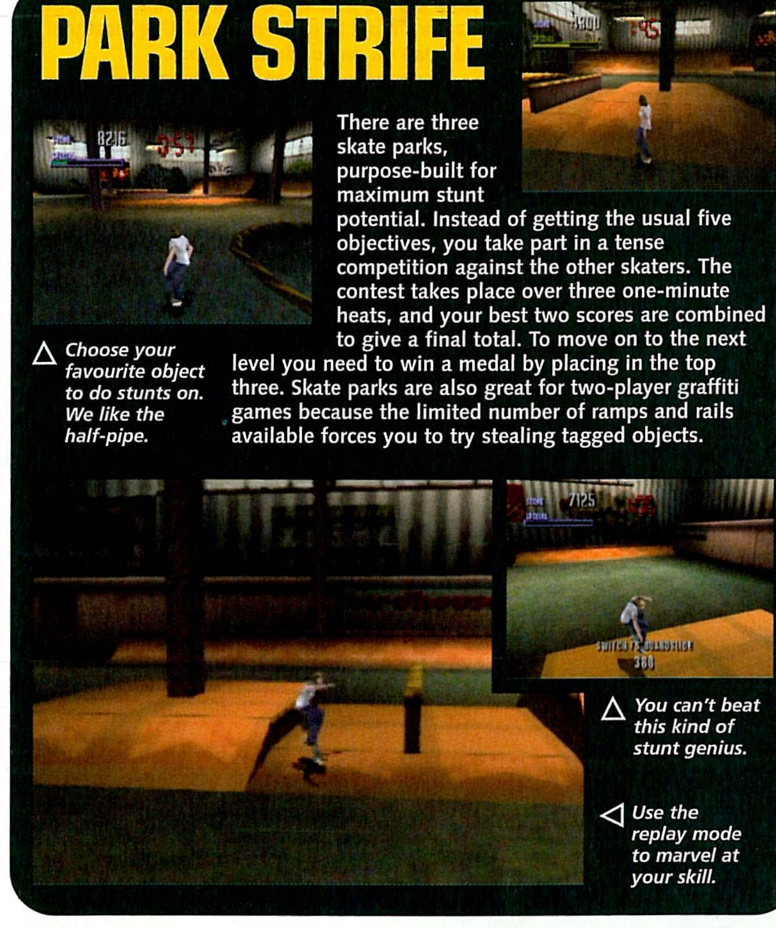
Both players compete together to try to get the highest score in two minutes. You're free to go your own way, following a favourite route, or you can try to ruin your opponent's stunts by crashing into him.



△ *If you can hop from this rail to that wall, there are big points to be won.*

▽ *Build up the special bar in the corner to activate some incredible moves.*

PARK STRIFE

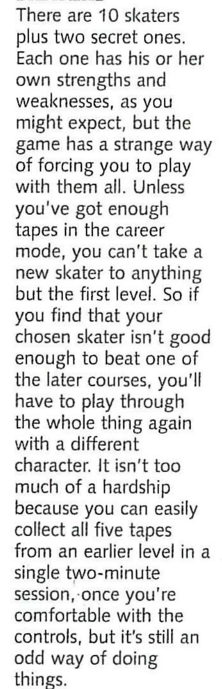


There are three skate parks, purpose-built for maximum stunt potential. Instead of getting the usual five objectives, you take part in a tense competition against the other skaters. The contest takes place over three one-minute heats, and your best two scores are combined to give a final total. To move on to the next level you need to win a medal by placing in the top three. Skate parks are also great for two-player graffiti games because the limited number of ramps and rails available forces you to try stealing tagged objects.

△ *Choose your favourite object to do stunts on. We like the half-pipe.*

△ *You can't beat this kind of stunt genius.*

◁ *Use the replay mode to marvel at your skill.*



SKATERS

There are 10 skaters plus two secret ones. Each one has his or her own strengths and weaknesses, as you might expect, but the game has a strange way of forcing you to play with them all. Unless you've got enough tapes in the career mode, you can't take a new skater to anything but the first level. So if you find that your chosen skater isn't good enough to beat one of the later courses, you'll have to play through the whole thing again with a different character. It isn't too much of a hardship because you can easily collect all five tapes from an earlier level in a single two-minute session, once you're comfortable with the controls, but it's still an odd way of doing things.







K'S RDING



◁ *Use the power of the nollie to impress your mates.*

Looks like he's grazing his cheeks on the wall. ▷

It's something that looks mildly impressive on TV because it's usually shown at 3am on Sunday morning, in slow motion, accompanied by ambient 'music'. But surely no sane person would actually hop into a half-pipe and risk grazed knees to demonstrate real life boarding skills. Not when there's a simpler alternative on the N64.**

Tony Hawk's Skateboarding gives us all the chance to show off moves that even the most grizzled pro's can only dream of. In terms of playing style, it's a kind of halfway house between the realism of *1080°* and the simplicity of *Snowboard Kids*, but when it comes down to stunts, *Tony Hawk's* is in a league of its own. There's no racing at all, just a seemingly endless series of tricks, flips and grabs, and a smooth learning curve to teach you how to combine the basics into something spectacular. It doesn't take long before even the most ordinary player can pull off some of the flashy moves shown in the demo sequence, and it's a real treat to watch.

The animation is good, but it's the dynamic camera that really brings the stunts to dizzy life. As you soar into the air, spinning and contorting to rack up a big points combo, the camera swoops around your skater to keep the landing zone visible. The horizon tilts dramatically when you take a corner or hit a pipe, creating a real impression of danger even though the game isn't particularly fast. The sound effects are spot on too, and the only thing missing is the blood which accompanied heavy falls in the original PlayStation version.

LIFESPAN ***It doesn't take long before even the most ordinary player can pull off some flashy moves.***

GO! GO! ▷



△ *The car plant award is given for jumping on top of a moving vehicle. Misjudge your leap, though, and it gets a bit messy.*

pluses & minuses

+
- Fantastic stunts.
- Inventive levels.
- Easy controls.
- Decent two-player mode.

−
- No analogue movement.
- Some pop-up on complicated levels.

If you like this...

1080° Snowboarding
Nintendo
N64/21, 89%
Winter sports masterpiece. Fewer stunts, a lot more subtlety.



8 VISUALS
Very effective. Most of the pop-up is cleverly disguised.

8 SOUNDS
The West Coast punk soundtrack can be turned down. The boarding noises are great.

7 MASTERY
Smooth and slick, but some analogue control wouldn't have gone amiss.

8 LIFESPAN
Good two-player games and an engrossing trick system should keep it alive.

VERDICT
Original, intuitive and enjoyable. The N64's first skateboarding game sets a very high standard.



STUNTS

These are the building blocks for almost all of the stunts in the game. They're simple to perform, consisting mostly of single D-pad movements and a tap on one of the C-buttons.

OLLIE
The basis for most skateboarding tricks, an ollie is a jump performed by stomping the tail of the board into the ground. The opposite, a nollie, is a stomp on the nose of the board.



GRIND
Grinding means scraping the axles along a kerb or rail. You can grind just about any edge in the game, and by holding different directions you can get variations on the basic move.



KICKFLIP
A kickflip is just like an ollie but with a sideways twist, so the board does a full 360° flip and the rider lands back on top of it. With any luck. You can add an easy kickflip to most other stunts.

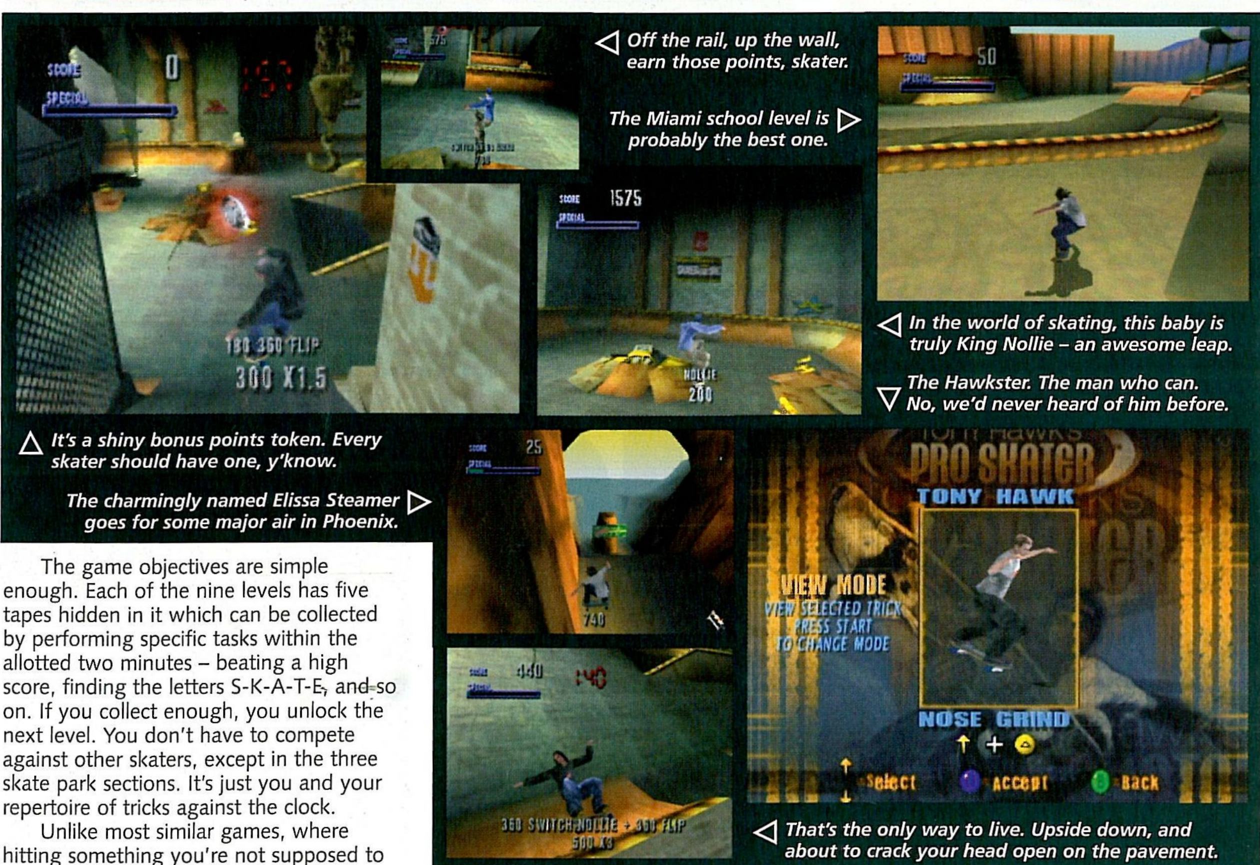


RAILSLIDE
Like a grind, except you slide along on the plastic strips attached to the underside of the board. Tapping left and right balances your skater, and a long railslide is worth big points.



AERIAL
Hold Bottom-C to jump. Getting big air gives you more time to put all of your moves together into a high scoring sequence, but the more you repeat a move, the less it's worth next time.





◁ Off the rail, up the wall, earn those points, skater.

The Miami school level is probably the best one. ▷

◁ In the world of skating, this baby is truly King Nollie – an awesome leap.

▽ The Hawkster. The man who can. No, we'd never heard of him before.

△ It's a shiny bonus points token. Every skater should have one, y'know.

The charmingly named Elissa Steamer goes for some major air in Phoenix. ▷

◁ That's the only way to live. Upside down, and about to crack your head open on the pavement.

The game objectives are simple enough. Each of the nine levels has five tapes hidden in it which can be collected by performing specific tasks within the allotted two minutes – beating a high score, finding the letters S-K-A-T-E, and so on. If you collect enough, you unlock the next level. You don't have to compete against other skaters, except in the three skate park sections. It's just you and your repertoire of tricks against the clock.

Unlike most similar games, where hitting something you're not supposed to results in a fall, absolutely everything in *Tony Hawk's* can be used as part of a stunt – walls, handrails, moving cars... the lot. And the free-form levels have been designed so that tempting bits of grindable scenery litter the ideal skating line, inviting ever more inventive combinations. By practicing leaping from one object to another, hidden transfer bonuses can be found too.

It's a very organic sort of game. The levels have enough gentle sections to ease you into the swing of things, and enough difficult bits to keep you coming back to beat your high scores and create whole new stunt sequences. It looks good too, despite the occasional appearance of some fairly close draw-in which is disguised by painted backdrops instead of plain old fog.

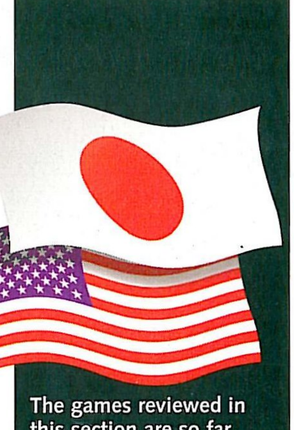
In fact, the only black mark against *Tony Hawk's* is the lack of analogue control – although it's much more comfortable to use the joystick than the D-pad, it doesn't react to varying degrees of movement, so you can't make subtle adjustments to your skating line.

Tony Hawk's doesn't have quite the same depth as *1080°* (the lack of racing or time trials puts paid to that) but the stunts and the superbly realized levels make it a unique sort of game. If you're remotely interested in skateboarding, this is as close as you can get to the real thing.

MARTIN KITTS

VERDICT *If you're remotely interested in skateboarding, this is as close as you can get to the real thing.*


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The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 We previewed *Custom Robo* back in issue 34, after Wil had played it at Spaceworld.

MULTI ROBO
Multiplayer in *Custom Robo* is great fun. The game is quick and fluid, without a hint of slowdown, and each contender has a set amount of hit points. More often than not, balancing weaponry and equipment is the key to success because the lightest guns do hardly any damage and the reload time on the larger weapons is crippling.







This spooky mansion and graveyard is one of our favourite levels.

The multiplayer arenas are quite compact, but superbly designed.

There's no hiding behind that, my son. You're outta here! Ahem.

You can jet up to higher vantage points.

A deadly face-off, here, but who will win?

CUSTOM ROBO

"Pika! Pika-Chuuuu!" Oh, hang on, wrong game...



INFO BURST

CUSTOM ROBO

FROM:	Nintendo
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

COST: ¥6800 (approx £35)

RPG MANIA

The RPG mode is a tricky little affair. A little like Ash battling his way through the ranks to become a Pokémon master, you've got to beat all the contenders at the Custom Robo championships. However, your starting robot is weak and slow, and only by winning fights and trading will you be able to buy new parts to upgrade the fella.

There are plenty of different locations within the game, although the bulk of the battling takes place in the Custom Robo centre. Unless you read Japanese at expert level much of it is completely baffling. Still, it's possible to muddle some way through, even if you don't quite understand what's going on.



The first battle in the RPG mode is quite an easy one.



There are loads of locations to explore.



The world map shrinks everything down except for you. Which is very freaky indeed.

Build a better 'bot

From creation to destruction, here's how our very own Custom Robo – the mighty Jesatron – fared in the savage arena of battle.

1 First things first – you have to create your robot. There are loads of different body types, so let's choose this one, the spitting image of the Bickmeister.



2 Your robot can carry two weapons – a gun mounted on the right arm, and a missile launcher on the left. There are simply loads to choose from…



3 You can also choose a jetpack and boots. The jetpack fires slow-moving homing 'mines' too, and the boots allow you to dodge.

4 With all the various bits in place, it's time to send the newly-created Jesatron into battle, where he will crush his weak opponents. Possibly.

5 Let battle commence. Our handgun turns out to be a rapid-firing energy weapon, and the missile fires a series of rapid pink explosions.

6 Our opponent is a slow-moving beast, and Jesatron is a lot nimbler – double tapping the R button allows him to scoot through the air with swift ease.





7 It's not long before the hated enemy succumbs to Jesatron's might. Strike up one victory…

It's easy to see why *Pokémon* has been such a world-eating success. The novelty of training up your own fighting machine, watching it grow more powerful, learn a host of new moves, trounce increasingly powerful opponents and eventually evolve, is an enduring one, and something that provides endless hours of fun. Just when Team 64 had finished the Game Boy games, along came *Pokémon Stadium* and we were hooked all over again. Especially Martin who, behind his threatening exterior, holds a deep and abiding affection for Snorlax.

Well, developers Marigul obviously started taking notes as soon as the very first Japanese teenager left Pallet Town because *Custom Robo* plays with all the same themes that made *Pokémon* great.

Basically, like *Pokémon*, this is a combat-based game, but instead of allowing small creatures of fantasy to duke it out, the main stars are robots. And, as the name suggests, each robot can be customised to your heart's content.

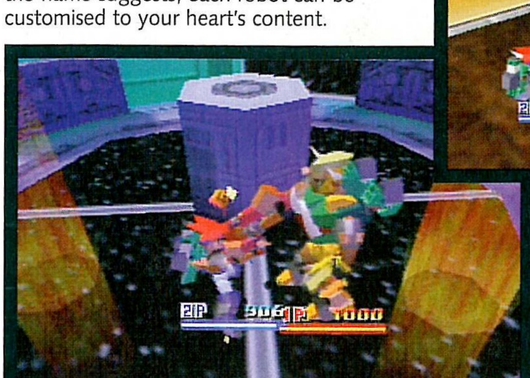
Instead of learning moves, you have to 'build' your robot for each battle from a vast pool of different parts, including various bodies, hand guns, missiles, jetpacks and boots. Progressing through the main RPG mode also allows you to buy new parts for your personal combatant and improve his skills. It's a fairly simple premise, but a successful one and, despite being almost entirely in Japanese, *Custom Robo* is a delight to play.

Although the RPG mode is almost indecipherable after the first few battles, and requires plenty of perseverance, the Free Play mode and two-player battles offer plenty of slap-happy fun. The sheer amount of weaponry that can be bolted on to your mini-robot is daunting, and each has its own spectacular effect, from rapid-firing but weak laser machine guns to BFG-style cannons that take an age to reload but are devastating in the damage they wreak. The 3D battles work well with small, well-designed arenas and a smooth control system that automatically makes your robo face the opponent, removing the need for a *Zelda*-style strafe button.

LIFESPAN *The sheer amount of weaponry that can be bolted onto your mini-robot is daunting, and each has its own spectacular effect.*

So, top-hole stuff then… for the most part. *Custom Robo* certainly isn't as sprawling, involving or quite as much fun as *Pokémon*, and unless you can read Japanese, much of what the game has to offer will pass you by, especially in the RPG mode. The basic game that you're left with, though is actually great fun. There are more than enough default weapons and add-ons to keep you fascinated and, in multiplayer, *Custom Robo* is a hoot. An interesting riff on the collect-'em-up genre, we can only pray that someone picks this up for a PAL release.

JES BICKHAM



△ The weapons are all markedly different in their effects. This one fires around walls…

◁ A close-combat fight, here. It's best to get some distance and fire.

The explosions are very impressive indeed – and do loads of damage. ▷

pluses & minuses

+
- Superb robot-building concept.
- Loads of weapons.
- Great two-player battles.

–
- Incomprehensible RPG mode.
- Not terribly strategic.
- Ultimately a little simple.

If you like this...

Last Legion UX
Hudson
N64/32, 60%
Middle-of-the-road huge robot combat simulator.



ACCESSIBILITY

The non-Japanese reading will have trouble with the RPG mode but otherwise there's plenty to do here.

7 VISUALS

Very bright and superbly designed, if lacking in detail.

6 SOUNDS

Cheery Japanese music and splendid sound effects.

7 MASTERY

The whole robot-building concept is deftly realised, and there's plenty to the RPG mode.

7 LIFESPAN

Plenty of weapons and add-ons and loads of robot 'bits'.

VERDICT

A tremendously quirky game, obviously inspired by *Pokémon*. Building robots and making them fight has never been such fun.

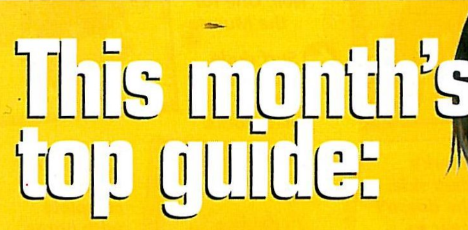
83%

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:







RIDGE RACER 64

Stacks of tips for the fastest game on four wheels – try to keep up!

GO! GO!

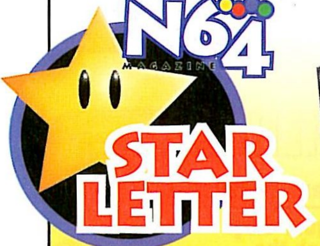


Club 64 MAILBOX

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!

Interesting team portraits, an environment-destroying free gift and famous-named Pokémon. Where else but in N64's letters page.





This looks even more like Jes than, er, Jes.



Tim looks angry. No wonder with a shrivelled-up face like that.



Dearly departed Neil. One for the Mums.



Surf dude Paul with his, er, black locks.



'Fat, ugly thing'

Look what I've done! I have cleverly recreated each member of **N64** using only my hands. Of course, with your combined attractiveness on a par with that fat, ugly thing from *Turok 2*, I had to seek assistance from the GB Camera's trick lens. But, I think you'll agree, the results are definitely worth it.
Dean Bycroft, West Yorkshire

Top work! Jes' likeness, especially, is really quite uncanny. **Ed**



Notice the massive eyes? This captures the very essence of Mark's personality.

Mark's dark side. Er, he doesn't appear to have anything in his head.

Devilboy Justin, complete with horns, slitty-eyes and floppy fringe.



The patented Andrea Fringe™. Just lacks that glued-to-the-head look.



Martin's disturbing face, complete with devilish eyes and 'ooh, I killed him', expression.



Eight fingers perfectly represents Wil's world-conquering hair.

Correction corner

We're clearing our desks...

In **N64**/38's Game Boy Gallery, I was shocked to see that you had spelt my name wrong. You reckoned I was called Sheuber, when I'm actually called Scheuber. Sort it out!
Andy Scheuber, Stevenage

Talk about picky... **Ed**

In **N64**/39's Game On, you wrote my name wrong – it's Kaitila, not Kastila! I know I have bad handwriting, but an 'l' for an 'S'?!
Janne Kaitila, Finland

Talk about picky... **Ed**

Hate to embarrass you guys, but in **N64**/39, you called me Carla Hidge, when in fact my name is Carla Hodge. Can you get it right next time? (Sorry to have to ask.)
Carla Hodge, Ipswich

Talk about... oh, for goodness sake, this is ridiculous. **Ed**

Seriously, when are you going to stop putting a *Mario Kart* pic in Directory where a *Mario 64* screenshot should go? You must have already had about 50 letters.
Adam Smallton, Cambridge

53, actually. **Ed**

'Paid loads'

Why in the picture on page 3 of **N64**/39, where you're all playing *GoldenEye*, do you have five N64's? Why the need for *five*?
Jimmy Broadbent, Yorkshire

That's three NTSC machines, and two PAL. We've actually got another PAL too – bringing the total up to a staggering six – but one of the other magazines in our office has 'borrowed' it. (What they don't know is that we 'borrowed' two controllers as a kind of down payment. Ahahahahahaha! Ahem.) We've got two TV's so two people can play games at the same time, and the other four N64s are there for breakdown emergencies. Very handy they are too. **Ed**

'Therapy'

Imagine my surprise when, in my 50th year, I was presented with an N64 and a copy of *GoldenEye* as a Christmas present. Two months later, with copies of **N64** littering the floor, my family are considering sending me for therapy! Not one member of my family can touch me on *F1 WGP*, while none of them can even get off Agent on *GoldenEye*. Tee hee. I can! And,





Lanky Kong. Even 50 year olds can't get enough of his long-armed fun.

in *DK64*, I've got a rather large collection of golden bananas, thankyou very much.
James Francis, Plymouth

Look at that: someone older than Wil. We never thought we'd see the day. **Ed**

'Scrapes'

I was only thinking recently how glad I am that Nintendo haven't yet lowered themselves to using polluting plastic game boxes like the PlayStation, when, to my surprise and disappointment, my husband bought last month's **N64**, with the free *plastic DK64* game box! Isn't the world in a big enough mess already without more plastic products being churned out when cardboard does the same job and is recyclable to boot? That said, I *am* pleased that games – whether they come in plastic boxes or not – help prevent children getting into scrapes outside on the streets.
Sarah Anderson, Perth

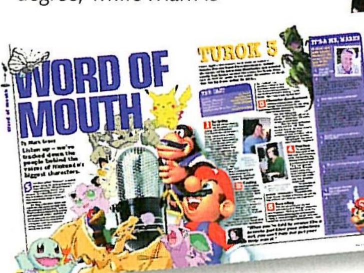
Riiiiiiight. **Ed**

The environmentally unfriendly DK64 box. Sorry about that.

'Basically anything'

I'm sure you've answered this before somewhere, but I'm really keen to pursue a career in videogame magazines, and I was wondering whether you could give me an idea of what sort of qualifications I'd need, any sort of contacts that might be useful, what makes up your day, basically anything that might help me achieve my goal. How about it, then?
Sam Philip Stratton, London

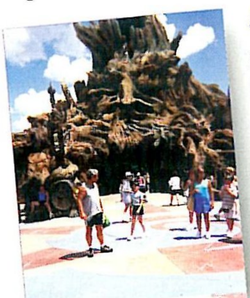
Well, it varies quite a lot from person to person and, as with all things, it's often a case of being in the right place at the right time, or being extremely lucky. But, as a general rule, you should probably have some sort of degree, preferably English-based – though, bizarrely, Kittsy has a Biology degree, while Mark is halfway to being a qualified teacher, so even more important is your quality of writing, which has to be exceptional. Keep writing all the time, reviewing games and writing features, and hone your style until you feel it's good enough, then send it off to a publishing house like Future, home of **N64***. Work experience is a good way to gain knowledge of a magazine environment, and it's a good thing to have on your CV. And, what you'll find is that an average day on* **N64** *involves playing games, writing about them, writing about them some more, making the tea, working a few late nights, and having a hearty laugh. If nothing else, working on a videogames magazine is fun. Hope that helps.* **Ed**



Eric Stuart, voice of Brock. Find out about his Stockport-based fan over the page.

'Stumbled'

How do you like this? On a recent trip to Universal Studios in Florida, I stumbled across this tree that looks *exactly* like the Great Deku Tree in *Zelda 64*. Incredible, eh?
Martin Reynolds, Glasgow



The Great Deku tree. In, uh, Universal Studios.

You could say this is 'treemendous'. If you wanted. **Ed**

'Profit'

I've just read on the Internet that Nintendo are about to announce that Dolphin will be delayed until the third

DREAM ON

Your dreams realised. Well, sort of.

POKÉMON FOOTBALL

This does exactly what it says on the tin! The Pokémon would be designated a team depending on what colour, power or size they were, so – by default – Pikachu would be lumped with, say, Raichu and Pichu (plus some others to make up the eleven), but there would also be the option to tinker with your side and include whichever Pokémon you fancied (plus there'd also be a Create-a-Pokémon mode, where you could even make your *own* Pokémon). You'd be able to pull off all the normal footballing moves, but you'd also be able to perform special moves: Charmander could roast his opponents with his fire breath, Pikachu could pull off a handy lightning strike, and so on. And, of course, instead of a football, you'd use a pokéball!
Oliver Booth, Sheffield

Like it. You're thinking good maths too my chirpy young Northern friend: marrying footie and Pokémon means it'll be a sure-fire hit in the UK. Veeeeeery clever. **Ed**

Pokémon Football. Could be quite interesting...

ESCAPE

This would be developed by Rare using the *Perfect Dark* engine, and would be similar in style to *PD*, as well as *WinBack* and *Metal Gear Solid*. The game would put you in control of Ariel Wilson (*Nice* – Ed), a CIA agent who is captured by Middle Eastern terrorists in Iraq. The objective would be to escape from your captors using stealth, but the rub is this: for the first half of the game you don't have any weaponry. Instead, you have to use makeshift weapons like typewriters, piping, pencils and the occasional knife. When you kill an enemy, you have to drag them out of sight, and the AI is so advanced, enemies can spot things out of place and see specks of blood on the floor. The second half would see you returning with a team, and you'd have to co-ordinate them like *Rainbow Six*.
Ian Armstrong, Colchester

This sounds absolutely ace, especially the idea about makeshift weapons. Imagine whacking someone round the chops with a hefty old typewriter. That'll smart a bit. **Ed**

GO! GO!

BONUS LETTERS

Phone Woolworths on Sackfill Road if you don't believe me.
Paul Davies, East Sussex

I did. You were right. **Ed**

Scientists have this new thing where they can make life.
Simon Brooke, West Yorkshire

Amazing, isn't it? **Ed**

I have put some irony into this letter.
Caron Foster, Houston

Just passed me by, it did. **Ed**

How could you say Red Dwarf is unfunny?
Richard Hunt, Worthing

Er, with my mouth...? **Ed**

Then the furball will do that super jump.
Jack Woods, Wales

Clever. **Ed**

You need to get rid of your poorly trained chimps.
Lee Kenton, Widnes

Not until they dress up in their PG Tips clothes, we're not. **Ed**

Seconds later, I lost it.
James Woolrich, Guernsey

Did you find it again? **Ed**

Clear this mess up for me.
Ollie Cadman, Bridgwater

Let me just get a mop... **Ed**

Could you use it in the correct way?
Stephen Holmes, Brentwood

When I find out how. **Ed**

It's not just the fact he's got boobs.
Lily Trotter, Rugby

He's got boobs? **Ed**

Fat chance of that happening.
Derrick Simpson, Manchester

Is there a thin chance, then? **Ed**

He walked and I talked.
Michael Callum, Edinburgh

And I joked and he, er... poked. **Ed**

quarter of 2001! Is this true? If so, what are they doing?! The same article also said that Nintendo were carrying over their unbelievable licensing agreement from the N64, where they get a massive slice of the profit from each published game. This surely means that leading developers will now put their Dolphin and GB Advance development on hold.
Tim Takos, Greece

Mmm, well, we must confess, even before we saw this story on the Internet, we had heard rumours of Nintendo extending their greedy licensing agreement to Dolphin – on the N64, they take almost £25 from every £40 cart – but, with the switch to cheaper DVDs and Nintendo themselves actively trying to encourage third-party development, we can't see it actually happening. It would alienate the same fringe codeshops who were too scared to make the move to N64, and that's exactly what Nintendo won't want. As for the release date, well, it's definitely first half of 2001 in America, but in Japan, it still seems fairly certain that Dolphin will launch around Christmas time. **Ed**

'Stockport'

You guys must be mind readers because I *love* Eric Stuart who plays Brock and James in the Pokémon cartoon, and was only thinking about how he had been instrumental in setting up a record company in my hometown of Stockport, when you went and did an interview with him! Not only did you have a picture of Eric, but you, like, had stuff he said! When I saw the feature in WHSmith, it caused me to squeal really quite loudly in the middle of the shop.
Jessica Nuttall, Cheadle

American Pokémon voice artist setting up a record company in Stockport? Are you sure? **Ed**

'Starmiedust'

Following on from **N64**/39's letter from Tom Greenwood, I decided to mix famous celebrities with Pokémon, and this is what I came up with: Roy **VOLTORB**ison, Alvin **STARMIE**dust, Yasser **ABRA**fat, **TANGELA** Rippon, **SANDSHREW** Lloyd Webber, **SEEL** and Ken **DODUO**. As you can probably see, I don't get out much.
Oliver Harrison, Desborough

I tried to think of some myself. But my head hurt. **Ed**



Abra. Not much like the impish leader of Palestine, admittedly, but there's something about those ears.

So tell me this

1. Is Dolphin just a codename for Nintendo's next machine?
2. Are Factor 5 going to do a new space shooter?
Tom Tyler, Germany

1. Currently, yep, but we've got a sneaking suspicion they might carry it over to the final machine. Maybe the 'Nintendo Dolphin'. We quite like that.
2. Quite possibly. According to our spies, the team that did the mighty Rogue Squadron have currently got two – count 'em – N64 games in development, both of which will be showcased at this year's E3. There's a good chance one of them could be space-set.

Does *Perfect Dark* have the same choice of control systems as *GoldenEye*?
Matt Vermillio, Stevenage

It does. In fact, PD has exactly the same control set-up, with options 1.1 through to 2.4.

1. Honestly, is *The World is not Enough* going to rival *GoldenEye*?
2. How much is *Perfect Dark* going to retail for?
Martin Holland, Walsall

1. Nah, we're not expecting it to, in the same way Duke Nukem: Zero Hour didn't come within a million miles of GoldenEye. That said, it should be technically competent and sturdy.
2. £49.99 according to THE's game-free release list. Bit disappointing considering the game isn't coming with an expansion pak. But, remember, you're getting a hefty 256Mb for your money.

***Resident Evil 2* is *really* expensive in New Zealand ($189.95 compared to the $109.95 that I paid for *Zelda*). Am I right in saying that a European PAL version would work here?**
Luke, via e-mail

You are, indeed. According to our fumbled attempts at conversion, that makes your Resident Evil 2 a hefty £57.30, £2.30 more than we paid for it. But, then, by the time you've paid import costs, it'll probably end up costing you more to import than simply buying it down at your local store. Mind you, £33.20 for Zelda wasn't a bad deal at all.

1. Will *Zelda Gaiden* run *without* the expansion pak?
2. Is there a chance of the ace *Terranigma* coming to the N64?
Martin Anthony, Hampshire

1. It's not clear at this stage. We would imagine so, as expansion paks haven't ever been used in Japan by a Japanese developer before so most gamesplayers won't have one.
2. An obscure SNES RPG on the N64? Nintendo are having more than enough trouble getting the big-named Mother 3 out onto shelves, let alone something like Terranigma. Sorry.

Is *Snowboard Kids 2* ever coming out?
Lorraine Pinder, Wirral

Surprisingly, given the success of the original, it looks pretty unlikely.

Any news on *Eternal Darkness*?
Sean Curran, Londonderry

Check out our feature on page 30 for the latest word on Eternal Darkness.

Send your questions to:
So tell me this...
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW

DOLPHIN FACTORY!

What Nintendo's next console is going to look like... er, possibly...

Michael Donaghy from Ipswich presents his ideas for Dolphin in this handily-stapled booklet called, well, 'My ideas'. Seems Dolphin might slot onto a unit not dissimilar in looks to the clunky old 64DD. According to Michael, Dolphin will also use N64 controllers.

Ben Randall from Eastleigh sends in the first of his two Dolphin drawings. The first is a fancy-looking lightgun rifle with volume control and rocket button. Ace.

The second gives us a better idea of what the console might look like. According to his drawing, Ben reckons it'll be like a standard DVD unit, with luscious blue trimmings and a particularly clever DVD remote control placed into the N64-style controller. We reckon this one's a winner.

Reckon you know what Dolphin's going to look like? Send in your designs to: Dolphin Factory, Club 64, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

The N64 Magazine BOARD

Go on, be artistic!

Mad, bad Conker sent in by Andreas Jorgensen from Denmark.

Martin Weller from Tadworth asked us to print his pic in our 'fab' mag. So we did. Aces!

Another excellent drawing sent in by Tracy Chung from Bristol. Well done!

Nintendo characters aplenty from Tanghe Vanessa in Belgium. Top stuff!

Mario's move to colour sent in by De Wael David from Belgium.

Donna Pasani from Wokingham thinks there's far too much fuss about the 'evil' of Pokemon. And she's right.

GO! GO!

HOW TO... pass your test in RIDGE RACER 64

N64's driving school is open and ready for business.

by Mark Green

WHAT WE SAID



We reviewed *Ridge Racer 64* in issue 40 and this is what we concluded:

"It might lack depth, but *Ridge Racer 64* is easily one of the N64's most exhilarating games. A perfectly-crafted marvel."

N64 STAR GAME

91%

Ridge Racer 64 is simply fantastic. It singularly failed to impress us at last year's ECTS show, but developers NSTC worked miracles in the run-up to the game's release, conjuring up the quickest, prettiest and most rip-roaringly enjoyable racer on the N64.

The problem, though, is just how unforgivably hard it can be. So, get ready to throw away those L-plates as we reveal a wealth of invaluable *Ridge Racer* driving skills, and ruthlessly dissect every one of the game's mercilessly tricky tracks. Brrrrm!



The slide of power is essential for those record-breaking Ridge Racer 64 *laps.*

Any second now, the Atomic Purple will flick left and leave you gobbling dust.

About to go from 9th to 6th in half a second. Wheee!

STAR CARS

Pac Racing

Yes, the RT Savolou is much faster. But its steering is all over the shop, while this Pac-daubed racer combines speed, acceleration *and* some real sexy handling, to brilliant effect. Use it to polish off the first few races.



WE GET AROUND

Two fail-safe cornering techniques, separated into bite-size chunks.

The racing line



1 We're dealing with a right-hander here, so reverse the instructions if the bend's facing the opposite way.



2 Before the turn, position yourself on the centre-left of the track.



3 Take a slightly diagonal approach towards the inside of the corner, and turn more severely as you close in – but don't brake.



4 You should almost scrape the inside of the turn, then push back to gradually straighten as you come out of the corner.



5 For hairpin bends, keep wrenching the stick right to follow the inside wall all the way around.

Successful powersliding



1 As the corner approaches, release the accelerator. The faster your car, the earlier you'll need to slow down.



2 Wrench the stick until you're pointing in the direction of the turn. For hairpin bends, point your nose at the inside wall.



3 Once you've got the direction sorted, accelerate again, then push towards the outside wall halfway through the corner.



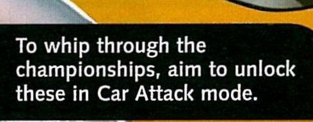
4 The car should straighten up at the end of the bend, but be ready for a few final adjustments to avoid bashing rock.



5 That's it – you're on your way. If the car's still skidding, though, let go of the analogue stick and pray for the best.

OVERTAKING

Frustratingly, you'll lose more speed rear-ending a CPU car than you will crunching into a wall, so successful overtaking is a must. Take advantage of the sections of track that arbitrarily speed you up (mostly downhill sections, tunnels and some straights), and hug the trackside to squeeze through. On corners, the CPU cars always take the outside line, so use a *very* tight powerslide to nip through on the inside. If you're bursting with confidence, you can also use your rear-view mirror to veer in front of cars trying to overtake *you*.



To whip through the championships, aim to unlock these in Car Attack mode.

Galaga RT series

They might be saddled with two of the worst names ever to crop up in vehicular history, but the Prid's and Carrot models of the Galaga range are by far the quickest racers in town when it comes to the Intermediate and Expert races.



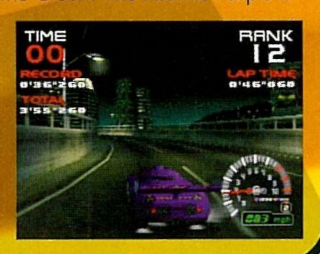
Assoluto Infinito

The Age Solo Supernova *looks* like it should be nippier, but one glance at the Assoluto Infinito's stats is enough to fall in love – speed, acceleration and turning are all uniformly high. For the few tracks it's just *too* fast for, switch to the White Angel.



Atomic Purple

Of the final batch of cars, it's a toss-up between this and the Extreme Green. The Atomic Purple is *slightly* faster, and we reckon it's less likely to bash into the walls on corners, but either car should do just as well for the championship's final few tracks.



GO! GO!

RIDGE RACER TRACKS

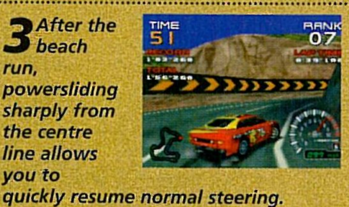
Novice/Intermediate

NORMAL — Car to use: Pac Racing/Galaga RT Prid's

1 You'll approach maximum speed in both tunnels, so stick closely to the inside to race past your crawling competitors.

2 Escaping the tunnel unscathed is your first test – powerslide lightly from the left side of the track.

3 After the beach run, powersliding sharply from the centre line allows you to quickly resume normal steering.



4 On the final wide U-turn, you'll need a short powerslide around the first right-hander to avoid the barriers.



EXTRA — Car to use: RT Xevious Green/White Angel

1 The first bend becomes more severe, so you'll need a long powerslide on the inside to avoid the grass verge.

2 When you get to the narrow bridge, overtaking becomes just a little tricky. Try to squeeze through on the extreme left.



3 Slide into the tunnel, follow the inside wall until halfway around the chevronned left turn, then powerslide sharply.

4 When your mirror obscures the top of the lighthouse, powerslide sharply left. Any later and you'll be mangled on the mountains.



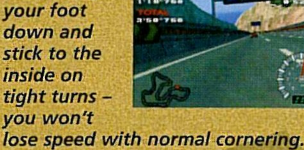
Expert

NORMAL — Car to use: Galaga RT Carrot

1 You're diverted onto a new section of track after the second tunnel. A quick slide is a must to take the first narrow right.



2 Keep putting your foot down and stick to the inside on tight turns – you won't lose speed with normal cornering.



3 By sticking to the middle and turning hard and early, the long right-hander is negotiable without a powerslide.

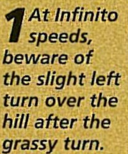


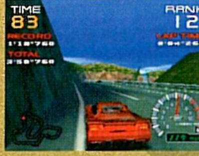
4 Waggle through the S-bends with quick flicks of the stick, and steer left as you hit the hump to avoid landing in the wall.



EXTRA — Car to use: Assoluto Infinito

1 At Infinito speeds, beware of the slight left turn over the hill after the grassy turn.



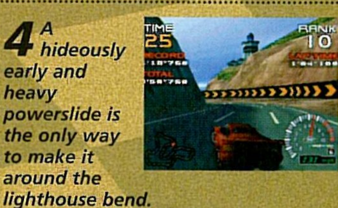


2 Powerslide around the chevronned right-hander, then twitch the stick to take a fairly straight line through the S-bends.



3 After the twists, execute a smooth slide around the long left, then slam the stick left for the next two turns on the inside.

4 A hideously early and heavy powerslide is the only way to make it around the lighthouse bend.



Extreme

NORMAL — Car to use: Atomic Purple

1 As a general rule, hug the inside of every turn – otherwise you'll find yourself swinging into the outside wall.

2 The downhill helter-skelter into the tunnel is the most dangerous turn. A long, gentle right should sort it.



3 The tunnels are your main overtaking spot. Don't be afraid to weave drastically – you've got plenty of room.

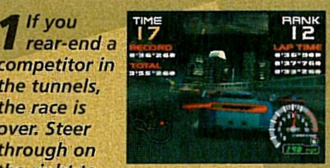


4 The two lefthand turns with grey stone walls can be taken nice and gently on the inside.



EXTRA — Car to use: Atomic Purple

1 If you rear-end a competitor in the tunnels, the race is over. Steer through on the right to overtake without incident.



2 On the exit from the first tunnel, keep to the inside of the right-hander to power through the following left bend.



3 Make sure you're on the inside as you pass the lighthouse, as the corner immediately tightens.

4 Treat the final section as one, long left-hand turn, but get ready to cross the track for the final right-hander.

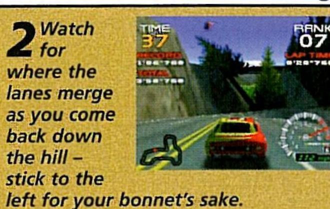


REVOLUTION TRACKS

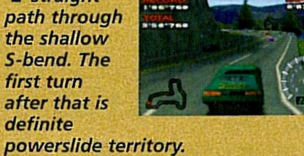
Novice

NORMAL — Car to use: Pac Racing

1 You'll need a powerslide for the grassy bend, but ignore the chevrons on the next – you can take it with normal steering.



2 Watch for where the lanes merge as you come back down the hill – stick to the left for your bonnet's sake.



3 Release the accelerator as you come off the bump at the bottom of the hill and swing left as you land to avoid a wall collision.

4 The helter-skelter near the end is made for overtaking on the inside, but get back left for the final powerslide.

EXTRA — Car to use: RT Xevious Green

1 Take a straight path through the shallow S-bend. The first turn after that is definite powerslide territory.

2 Hold the car on the left as you head up the hill, in order to cut the first corner inside the tunnel.



3 Pull hard right to make it around the chevronned right-hander, then wrench the stick left to avoid the wall on the hill climb.

4 No slide needed for the curve past the tennis courts, but cut across the S-bend ready for the early, severe slide past the rocks.

Intermediate

NORMAL — Car to use: Galaga RT Prid's

1 Gentle turning should see you through until the checkpoint. Begin powersliding when you hit the hump.

2 After the second bridge, powerslide sharply from the left just as you pass the yellow sign – the turn is very harsh.

3 Keep right to cruise through the next right-hander, and stay on the right as you power downhill to soar past rivals.

4 Through the turn past the checkpoint powerslide slightly, then stick right at the tunnel exit to cut across the S-bend.

EXTRA — Car to use: White Angel

1 With hard turning across the inside of every corner, you can take all but the final two bends at top speed without sliding.

2 Beware of the bump in the track just before the tunnels. Pull hard left on the second part of the S-bend to land facing forward.

3 The last bend but one: stay on the right and start a major powerslide just as you pass the bricks in the rock on the left.



4 For the final bend, turn early and on the outside. At top speed, you might need a slide for the first grassy corner on lap 2.

Expert

NORMAL — Car to use: Galaga RT Carrot

1 Instead of the Intermediate-style tunnel there's a downhill section. Weave through it with tight, close cornering.

2 Stay on the inside for the third turn, but powerslide out. After the next turn, veer right to avoid crashing.

3 Inside the tunnel, take the racing line to avoid a collision.



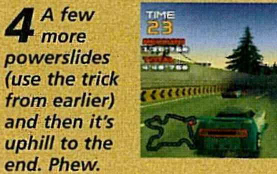
4 On the bend out of the tunnel, powerslide quickly and take the next corner sharply to prevent the bumps causing problems.

EXTRA — Car to use: White Angel

1 The hardest track. Powerslide around the first two turns, then slingshot around the rocks onto the bridge.

2 Entering the tunnel steer right. At the uphill curves take your finger off early, but only begin the slide when you're almost out.

3 The tunnel's a nightmare. For the second turn powerslide early, then oversteer to slide through the third.



4 A few more powerslides (use the trick from earlier) and then it's uphill to the end. Phew.







RENEGADE TRACKS

Novice

NORMAL — Car to use: Pac Racing

1 The main problem on this track is the gentle rocky inclines to the side. It looks like you can drive on them. You can't.

2 A long, gentle left-hander to begin with, then a sharp powerslide on the inside turn to make it through on the right.

3 After the bridge, follow the exact contours of the four bends in the middle to avoid crashes.

4 The loooong downhill spiral leading towards the finish is ideal for overtaking, as long as you stay on the inside.

EXTRA — Car to use: RT Xevious Green



1 The downhill spiral is at the start of this track, so overtake while you can on the inside.



2 Take the curve with the chevrons on the inside, using a powerslide – you need lots of room to avoid smashing on the right.

3 Head right on the brow of the hill after the second downhill bit – it's just possible to weave gently through the four bends.



4 Don't panic if you scrape the rock on your way through the turns, though. You'll lose a negligible amount of speed.

Intermediate

NORMAL — Car to use: Galaga RT Prid's



1 Beware of the hump just after the first checkpoint – it can throw you off course if you're not travelling in a straight line.

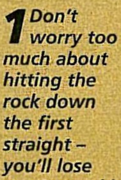
2 The first turn with chevrons is best taken by starting left, turning to face the rock and sling-shotting to the right-hand side.

3 The two turns after the bridge are hugely satisfying to get right. Start on the outside and powerslide through 90°…



4 …but on the second turn straighten up so you finish on the inside corner, positioned ready for the final stretch.

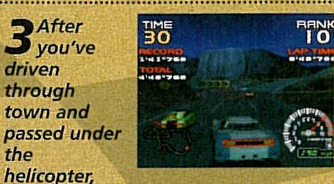
EXTRA — Car to use: White Angel



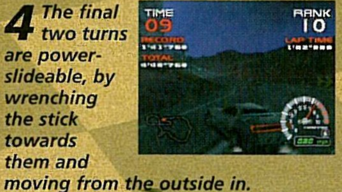
1 Don't worry too much about hitting the rock down the first straight – you'll lose most speed bashing other cars.



2 The curve with the chevrons at the bottom of the hill is a powersliding must. Keep to the middle as you go round.



3 After you've driven through town and passed under the helicopter, overtake on the downhill curves.

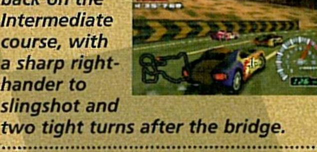


4 The final two turns are power-slideable, by wrenching the stick towards them and moving from the outside in.

Expert

NORMAL — Car to use: Galaga RT Carrot

1 The course changes almost immediately, with a chicane that can be taken straight with only the slightest of corrections.



2 Now you're back on the Intermediate course, with a sharp right-hander to slingshot and two tight turns after the bridge.

3 Follow the centre of the first chicane, then enter centre-left on the second and flick the stick to take a straightish path through.

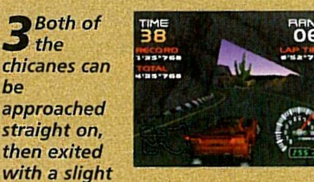


4 Keep steady on the stick to thunder along the wall-lined track, and you're done.

EXTRA — Car to use: Assoluto Infinito

1 Slingshot around the first corner, approach the dirt chicane on the right to cut out the first two bends, then flick right to exit.

2 At speed, and with misleadingly -placed stripes, it's easy to forget that the first chicane after the town weaves right first.



3 Both of the chicanes can be approached straight on, then exited with a slight adjustment on the last bend.



4 Those two final turns are crucial. By facing the inside corner as you slide, you'll nip behind CPU racers on the outside.



HOW TO... slay your way through the bonus levels in RESIDENT EVIL 2

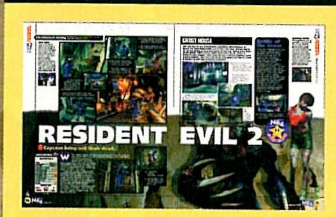
Completed the main game? Two extra quests await...

by Alan Maddrell

Thought the rest of this nasty shock-ridden horror was tricky? Read no further, weakling, for here is a guide to polishing off those near-impossible secret levels.

Having achieved an "A" rating in either second scenario, you'll need all your fleet-footed dodging tricks to survive as Hunk, an umbrella goon taking some G-virus to a chopper. Afterwards, complete three consecutive games and try the same trick as a knife-toting pillar of tofu!

WHAT WE SAID



We reviewed *Resident Evil 2* in issue 36 and this is what we concluded:

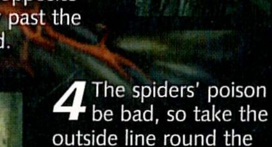
"This flawless conversion is scary, deliciously gory and utterly gripping."

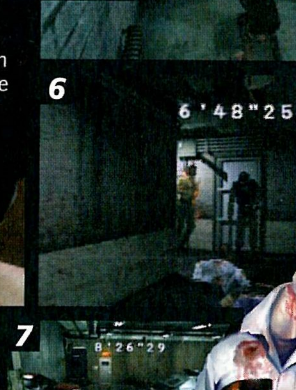


1 THE SEWERS









1 Run up the stairs in the sewers.

2 The walkway. As **Hunk**, handgun the first pair, then lurk on the walkway's left, tempting the zombies near, then zip round. With **Tofu**, stab the female and jink round her. The same luring trick works for most baddies.

3 In the corridor, run along the left wall, zig-zagging past the second zombie. Weave the opposite way past the third.

4 The spiders' poison be bad, so take the outside line round the corner.

5 Down, boy! Instantly hold down to run past – then left and out.

6 In the cells, shotgun the crawlers and weave past the others as **Hunk**. With **Tofu**, lure the crawlers right, run left, then hug the right wall.

7 Forward a bit in the garage, jink left to the wall, then swerve right and through.

2 STATION CORRIDORS



1 A cellar full of crows, this. Running past is fiendish when you turn left towards the stairs. The right curve will avoid both walls and the final bird.



2 In the dog's passage, turn to your right and pop three handgun shots down the hall. When you hear growls, shoot again and carry on shooting. If you're **Tofu**, turn right and, when Mr Mutt gets close, run to the wall to your right and hug it.

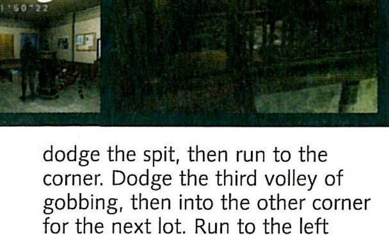
3 Through the office doorway, wait for 'em to get close before nipping through the centre. Breathe in, this bit's tricky.

4 The East Hallway. Shotgun the first fella and his chums to your right. Hover at the blackboard then dodge the approaching zombies. Peasy. But, as **Tofu**, when the right zombie moves, nip down next to him and into the open area below. Then run round the mob and hug either wall to evade the last chaps.

5 Reception. Nothing doing, we're afraid. All quiet.



3 MAIN STATION



1 Lurk by the pillar and when the spider comes, run the opposite way from the crawlies.

2 Erk! Lickers. Hug the outside wall until the corner, then take the inside route, then outside, then inside again, weaving deftly between the lickers.



3 Handgun the loose Vegetable Varmints from afar. As **Tofu**, wait for the first to approach, dodging back and forth to avoid acid. Hug the table and then commence knifing and he should miss you. Lure number two to the wider area and skip round.

4 Run right around the veggies here, about turn and magnum away. As **Tofu**, run forward to dodge the spit, then run to the corner. Dodge the third volley of gobbing, then into the other corner for the next lot. Run to the left veggie, it'll rear, get closer to avoid the right one, then after the tentacles hit, leg it sharpish.

5 Depose the Tyrant by luring him out, then weaving round again.

6 Dodge the first pair of zombies in the STARS corridor, and walk near the middle to lure the last one. Then run past. Failing that, treat them to a blasting.



4 UPSTAIRS

1 More licking, please. Turn to the character's left, but stay still. When the first licker gets close, walk behind him and head right. When the next licker leaves just enough space, nick round him.

2 The library is an empty area.

3 On the upper balcony, there's just one word for those plants – handgun. Wait before the corner and, after the third spit, run to the wall. Wait at the next corner for more mis-aimed spittle. Lure the plant to the left, run to the corner to dodge his spit and repeat. Walk up to him – he'll rise up – and nip past.

4 Ouch! Shotgun in hand, step forward and shoot up to behead the first three. Avoiding the corpses, either dodge or shoot in the head the final zombie in your way. Playing as **Tofu**, run forward to dodge the first two, then run to the left between the next two. Hug that wall for dear life, and you should just dodge the final zombie.



5 The penultimate corridor. With **Hunk**, it's shotgun time for the last zombies. As **Tofu**, turn left and run past the frighteningly near zombie. Get behind the cockpit and stab away from a safe point.



THE LAST TYRANT

Hunk: Two choices: take one smash and run past, or back up down the corridor and unload all remaining weapons into the freak.
Tofu: Hope you're healthy – a brief pasting is obligatory.



TIPS EXT

Top Gear Rally 2



All codes (except the Repair Power code) should be entered at the title screen.

10,000 CREDITS
To get extra credits in the Support van press L, Z, Start, L, L.

BOUNCY CARS
If you want to see your car bounce around the track press Top-C, Left-C, R, L, Down on the analogue.

CHUBBY WORLD VIEW
To see the world get fatter press Z, Right-C, L, Up on the analogue, Right on the D-pad.

HIGH RES MODE
For hi-res visuals press Left-C, Left-C, Left on the analogue, L, L (requires the expansion pak).



MAX CHAMP POINTS
To get maximum points in the Support van press L, Top-C, Left on the analogue, L, L

NO DAMAGE OR FAILURES
Keep your performance tip-top by pressing L, Z, Start, Up on the analogue, Up on the D-pad.

NO DEPTH VIEW
To pull the camera right up to the back of the car press Z, Right-C, R, Up on the analogue, Right on the D-pad.

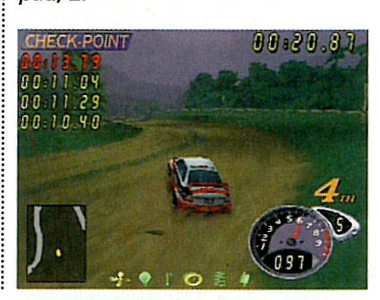
REPAIR POWER
To increase your mending power press L, Z, R, L and Start at the race description screen.

SPEED WARP VIEW
To see your car zoom out the faster you go press Z, Left-C, R, Up on the analogue, Right on the D-pad.

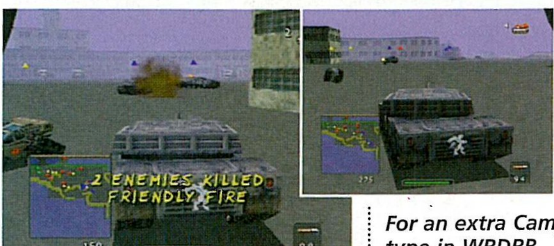
SPEED-BASED ASPECT RATIO
To adjust the size of your car depending on its speed press Z, Left-C, L, Up on the D-pad, Right on the D-pad.

TOPSY TURVY
For an alternative view on proceedings press Top-C, Z, Start, Up on the D-pad, Down on the D-pad.

WOBBLE TYRE
To bring on some tyre wobblage press R, Right-C, Start, Down on the D-pad, Z.



Battletanx: Global Assault



ALL WEAPONS
Press RCKTSRDGLR to open up all the weaponry.



BRANDON'S GANG
Enter NNKNHCKS as a password to unlock Brandon's Gang in multiplayer mode.

BONUS LEVEL
For an extra Campaign mode level type in WRDRB.

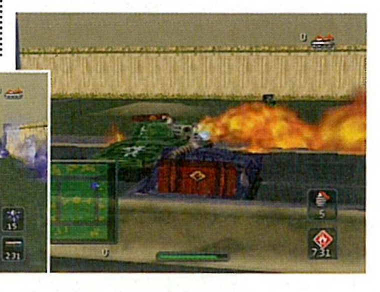
INVINCIBILITY
To protect yourself from all enemies type in HPPYHPPY.

LEVEL SELECT
Enter the password 8ODYS.

SECRET LEVEL
Enter WRDRB as a code for another hidden level.

WEAPONS POWER-UP (ONE-PLAYER GAME)
Collect 15 power-ups for the same weapon and then press A + B to fire the powered-up version in the single player mode.

WEAPONS POWER-UP (MULTIPLAYER)
Collect 15 power-ups for the same weapon and then press A + B + Z to fire the powered-up version in the multiplayer mode.



RA

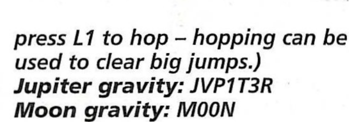
Let us butter your gaming toast with pots of our own extra-creamy tips margarine. Oh, go on.

Supercross 2000

CHEAT SCREEN

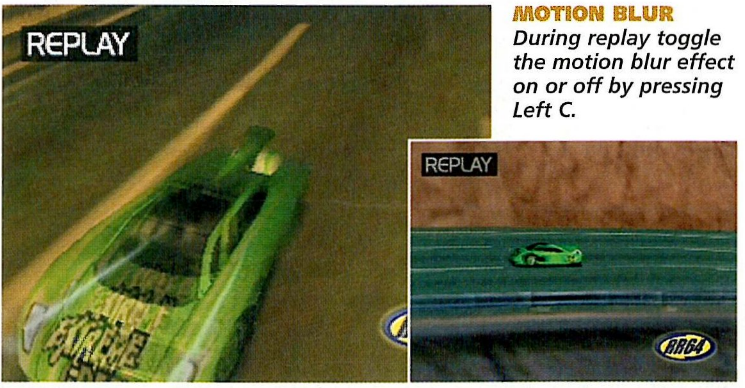
Press Top-C at the Select Event menu to display the cheat screen and then enter the following codes:

All riders block you: *BL0CKM3*
Big bikes: *B1GB1K3S*
Big dirt sprays: *B1GSPR4Y*
Giant riders: *G14NTS*
Headless rider: *H34DL3SS*
Hopping bike: *H0P (Set controller option to configuration 1, then press L1 to hop – hopping can be used to clear big jumps.)*
Jupiter gravity: *JVP1T3R*
Moon gravity: *M00N*
No crashes: *N0CR4SH*
No riders: *N0R1D3RS*



Ridge Racer 64



MOTION BLUR

During replay toggle the motion blur effect on or off by pressing Left C.

CADDY CAR

To get the super fast Caddy Car (it's not too hot on acceleration, mind), start a normal game – don't load a saved game – and play the first Grand Prix race. At the start, turn around and drive into the brick wall until you pass through it. Win this reversed race to unlock the Caddy Car.



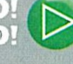
Classic tip Turok 2

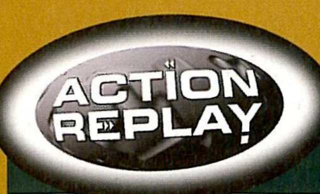
In the absence of *Perfect Dark* we've been going back to Acclaim's *Turok* games for our first-person thrills. Whilst *Rage Wars* is where it's at as far as multiplayer gaming is concerned, we all have a big ol' soft spot for *Turok 2*, and thought we'd reprint this mother of all cheats for the dino-infested super-sequel.

THE BIG CHEAT

Simply type **'BEWAREOBLIVIONISATHAND'** in at the cheat menu and you'll unlock absolutely everything in the game – all weapons, unlimited ammo, all objects, invincibility... *everything*. Also, you'll be able to warp to any level you want, and even the boss encounters. It's blimmin' great.

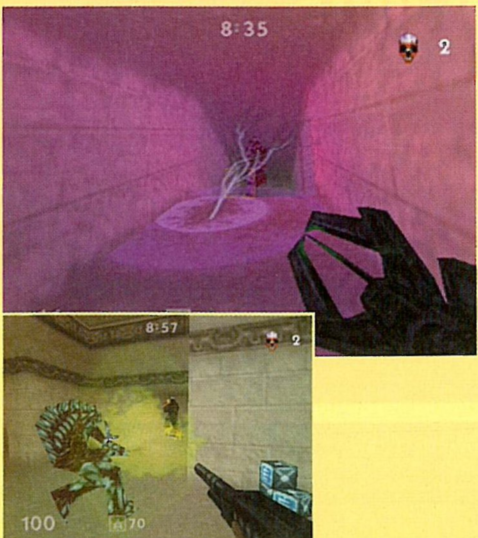



GO! GO!




ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...



TUROK RAGE WARS

Total Kills Modifier:	8110EB6E ????
Wins Modifier:	8110EB72 ????
Deaths Modifier:	8110EB76 ????
Have all Mini Game Icons:	8010EB17 0024
Have all Medals:	8110EB4A FFFF
	8110EB4C FFFF
	8110EB4E FFFF
	8010EB50 0003

RESIDENT EVIL 2

Infinite Health:	810DDE22 00C8
Number of saves will always be 1:	810E5650 0000
Play extra missions:	810DDBEE 00XX
(48 = The 4th survior, 49 = Tofu)	
Start on the second scenario:	810DDC0C 0040
Start with backpack:	D10E584E 0000

Character Select (XX = character) **810DDC38 XXXX**

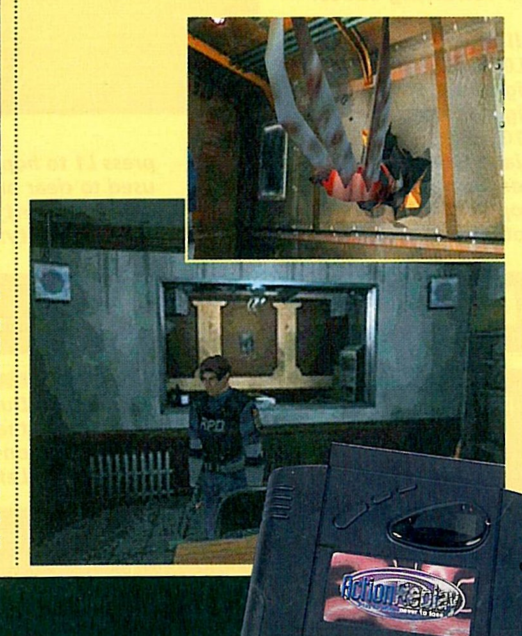
0080 = Leon Original
0180 = Claire Original
0280 = Leon Original
0380 = Claire Original
0480 = Leon Wounded
0580 = Claire without jacket
0680 = Leon Wounded
0780 = Claire without jacket
0880 = Leon as Stars
0980 = Claire as Biker
0A80 = Leon as Biker
0B80 = Claires body, Leons outfit
0C80 = Hunk (can crash the game)
0D80 = Tofu
0E80 = Ada (can crash the game)
0F80 = Cheryl

Have weapon XX + infinite ammo (XX = Weapon)
810E59C8 XXFF

01 = Knife
02 = H & K pistol
03 = Browning pistol
04 = Customised Hand Gun
05 = Magnum
06 = Customised Magnum
07 = Shotgun
08 = Customised Shotgun
09 = Grenade Launcher + Flame Rounds
0A = Grenade Launcher + Normal Rounds
0B = Grenade Launcher + Acid Rounds
0C = Bow gun
0D = Colt S.A.A. pistol
0E = Spark Shot
0F = Sub Machine Gun
10 = Flame Thrower
11 = Rocket Launcher
12 = Gatling Gun
13 = Machine Gun
(Crashes game with most characters)

Infinite Ammo slot 2 (XX = item) **810E59CC XXFF**

14 = 9mm Bullets
15 = Shotgun Ammo
16 = Magnum Bullets
17 = Fuel
18 = Grenade Rounds
19 = Flame Rounds
1A = Acid Rounds
1B = Machine Bullets
1C = Spark Shot Ammo
1D = Bowgun Ammo
1E = Infinite Ink Ribbons



All of these codes only work with the Action Replay cartridge from Datel.
For more details call **Datel** on **01785 810800.**

YOUR ACTION REPLAY CODES

cut out and send



CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name............

Address............

....

....

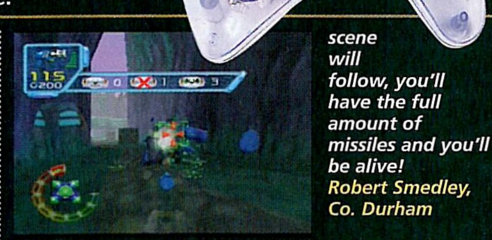
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Postcode............

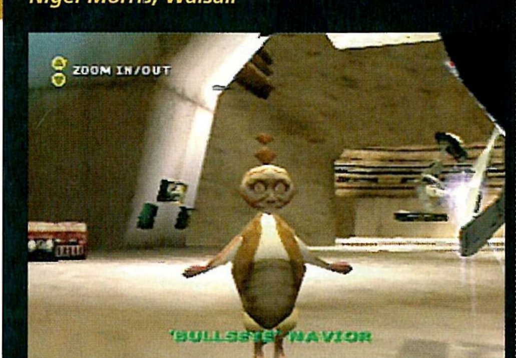
READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (00353 617 0207) and an exclusive **N64** pin badge.



Cheat of the month

1 Star Wars: Episode 1 Racer
Decide which racer you want to play as and choose every other racer *except* him. As you pick each racer, go to Watto's shop and sell every part you can by downgrading instead of upgrading. When you go back to the racer of your choice, not only are all the other racers weaker but you'll still have all the cash you made from selling the parts of the other racers.
Nigel Morris, Walsall



2 Resident Evil 2
Play as Tofu: at the Load Game menu, press Up on the D-pad, Down on the D-pad, Left on the D-pad, Right on the D-pad, Left on the D-pad, Left on the D-pad, Right on the D-pad, Right on the D-pad, L, R, Top-C, Bottom-C, Left-C, Right-C.
***Play as Hunk:** at the Load Game menu, press Up on the D-pad, Down on the D-pad, Left on the D-pad, Right on the D-pad, Left on the D-pad, Left on the D-pad, Right on the D-pad, Right on the D-pad, L, R, Top-C, Right-C, Bottom-C, Left-C.*
Robert Waddell, Airdrie



3 Donkey Kong 64
To target orange grenades, depoly your gun and put it into target mode, then press Z and Right-C. Your grenade should land wherever the cursor is pointed.
Ben Saltmarsh, Fareham



4 Toy Story 2
Press Up four times, Down twice, Up twice, and Down three times at the Start screen and you'll have access to all the levels.
Charlie Rawson, Staffordshire

5 Resident Evil 2
At the Load Game screen, hit Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, Top-C and Bottom-C. You'll be invincible!
James Tubman, Essex

6 Zelda
Go as adult Link to Kokiri Forest and head for the shop. Z-target the girl on the red roof, then take up the fairy bow and hold an arrow. Talk to her and Link will have an arrow in his head.
Jonathan Steinberg, Sweden



7 Donkey Kong 64
When fighting the Jack-in-the-Box boss, fall off the edge. Stay on the platform where you get put back and simply wait; the boss will come out and start shooting. This saves you the hassle of running away from him.
Mark Cullinane, Co. Louth

8 Resident Evil 2
For infinite ammo go to the Load Game screen and press Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, Right-C, Left-C.
Marvin Challinor, Stoke-on-Trent



9 Resident Evil 2
Hold the action button down whilst text is scrolling. It will speed up and save precious minutes for your final rating.
Mr Dicker, Surrey

10 Jet Force Gemini
Those evil shield drones can be disposed of easily – always use the Shuriken on them, as their shields offer no protection from it at all!
Patrick Keating, London

11 Shadowman
When you've got all the Gads, search every inch of the Temple of Life (where you deposit the Cadeaux) as there are actually 13 Dark Souls hidden here, rather than 12.
Simon Barclay, Cheshire

12 Jet Force Gemini
Instead of wasting flares, power up your plasma shotgun and hold down Z. This will give you enough light to see in the dark (plus, you're also ready to attack if need be).
Garion Trowell, Kent

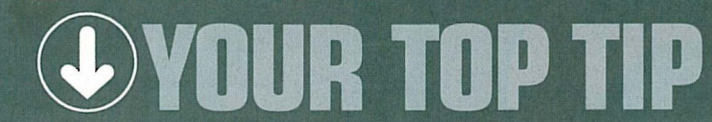


13 Rogue Squadron
Select the Jade Moon. When you're told to find the generator, go to it and instead of shooting it, crash. The cut scene will follow, you'll have the full amount of missiles and you'll be alive!
Robert Smedley, Co. Durham

14 Diddy Kong Racing
Put in the cheat 'Joint Venture' and play the two-player adventure; a handful of the trees have vanished, making it easier to get some of the silver coins.
Daniel Livermore, Lancaster



15 Donkey Kong 64
When you're near one of the boxes that Chunky has to bash to break open, stand in front of it and change the camera angles with the C-buttons. An in-game glitch means you'll be able to see what's inside.
Zamir Bandali, Tooting



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name..

Address..

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Postcode..

Here's my top tip

It's for [game name]:

And I've found that if you:

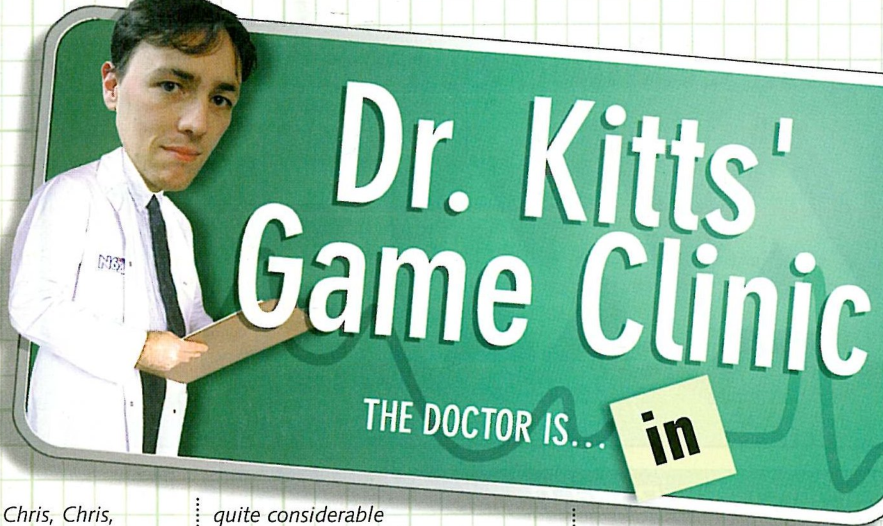


Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.



Games Master
The greatest battle of all time!
Only in this month's GM! Not only Pokémon Stadium reviewed but a FREE 16-page PlayStation2 magazine too! Run for cover!
Pokémon
VS
PlayStation2
PLUS: REVIEWED: Resident Evil Survivor • Colin McRae Rally 2 • Die Hard Trilogy 2 • PREVIEWED: Sega GT • Chase the Express AND MANY MORE!
ON SALE 18th APRIL

He smothers Bonjela onto your gaming ulcers.





Dr Kitts,
Where can I find the jogging man in *Zelda*? I need to sell him the bunny mask. I know he's in Hyrule Field – to the right of Lon Lon Ranch – but I don't know where!
Greg Povey, Birmingham

Dr Kitts stabs a scalpel into his own thigh, just like Gene Wilder in 'Young Frankenstein'.
It's really quite simple, Gregory. May I call you Gregory? Splendid. The jogging man (also known as 'the running man') actually runs in a loose circuit around Lon Lon Ranch, but only when you're little Link, and only at certain times of day. Your best bet is to make sure you're in the castle market square at night, use the Sun's Song to change it to daytime, then head straight for the back of Lon Lon Ranch. You should catch him just as dusk falls.

Dr Kitts,
How do you get the green key on Vela's first mission in *Jet Force Gemini*?
Chris Kirk, Macclesfield

Dr Kitts develops a nervous twitch and makes a soft beeping noise.
Chris, Chris, Chris... you're lucky I have to observe my Hippocratic Oath. Once on Battlecruiser Sekhmet, fairly near the end, you'll come to a circular room. The centre of the floor is glass – blow it to smithereens with the Plasma Shotgun, beneath which you'll find a crate containing the green key. Also, you can shoot the glass above you and use the jetpad to fly up and rescue some tribals. Nice, eh?



Dr Kitts,
On *Donkey Kong 64*'s last level, Hideout Helm, how do I get the Nintendo Coin? Where is it?
Peter Drew, Cranleigh

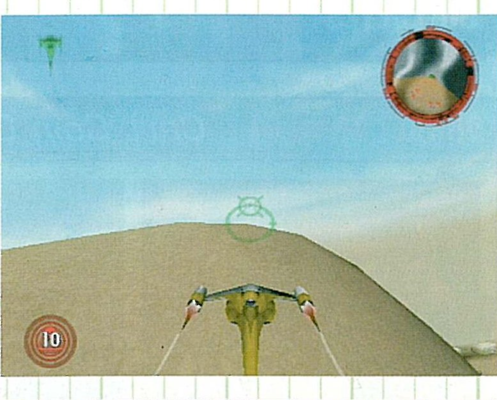
Dr Kitts dissects a small frog and individually wraps the separate parts in gauze.
Well, Pete, you're looking in entirely the wrong place for the Nintendo Coin, and it's going to take some quite considerable effort to get it. You'll need to complete the original Donkey Kong arcade game twice – and it's found in the Frantic Factory level, near where you rescue Chunky.

Dear Dr Kitts,
I can't beat the two grasshoppers – Lupus' mid-game bosses – in *Jet Force Gemini*. Can you help?
Helena Buckley, Chelsea

Dr Kitts bares his teeth in an attempt to smile.
Helena, help is my middle name (well, it's actually Algernon, but you get the idea). These critters aren't easy to beat (but you just wait 'til the final Mizar battle – nasty), but there are certain tactics you can use. First of all, blast their arms off – this isn't too hard, simply dodge and shoot as they take turns to blast you. When they attack with their tails, use the machine gun; the tails will be vulnerable for just a second when they're pointed at you. Use the pistol when the bugs hop onto the rocks at the side, and remember to use the rocky 'bunkers' as protection.
The worst part, however, is when our insect friends hurl rocks. Wait just to the sides of the main enemy, and when he rears back to spit stones, shoot him in the head with a missile. Repeat this, whilst strafing (to confuse the enemy up on the rocks) and you should be okay.

Dr Kitts
I've heard you can fly a Naboo Fighter in *Rogue Squadron*. How can it be done?
Sean Northage, Sunderland

Dr Kitts sniffs the air quizzically.
This well-kept secret is easy to activate – at the passcodes screen, enter HALIFAX?, press Enter Code, then enter !YNGWIE!, and again press Enter Code. You'll find the yellow-and-chrome beauty in the hangar. Hurrah!



Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

.... Postcode ....

GAME ON

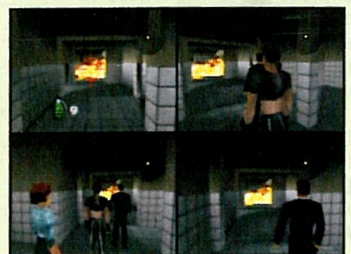
Eight challenges to test the best.

There's so much packed into N64 carts these days, it's hard to believe that *anyone* can see all they have to offer. *DK64, JFG, Resident Evil 2* – all games that take the best part of a month to fully explore, with several broken controllers and a whole fishtankful of tears along the way.

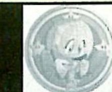
Still, you lot are undoubtedly the world's greatest gamesplayers so it's not *that* surprising that many of you are left twiddling your thumbs after polishing off 100% of a title. So, dip in to our Game On challenges to resurrect your gamesplaying – and if they're too easy, why not send in your own.

GOLDENEYE 007 — *Bond Bowls*





By using *GoldenEye*'s corridors and guns as a kind of Lego-like construction kit, some truly staggering (and brilliantly frivolous) games can be conjured up. Take, for example, this multiplayer rendition of bowls, the invention of **James Twallin** of **Newbury**. Switch on all guns, paintball mode and infinite ammo, then run into a large area and make a single coloured target on the ground. Then, in turn, roll a grenade as close to the target as you can – the medals are yours for consecutively laying a grenade to rest dead centre.

BULLSEYES						
		5		3		2



DIDDY KONG RACING — *Offground Tag*

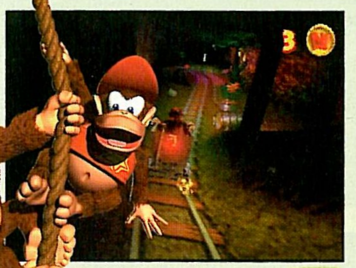




At last! A use for *Diddy Kong*'s otherwise useless multiplayer game, courtesy of **Nathan Buswell** from **Leicestershire**. Select any level that allows you to choose either the aeroplane or car, then grab the flying machine for yourself and share automobiles between your friends. Your job is to swoop down from the sky and 'tag' the drivers – the first player to feel the aeroplane's wings on their chassis three times is the loser, and control of the plane immediately switches to them. Medals are awarded for consecutive successful tags.

TAGS						
		7		5		3

DONKEY KONG 64 — *Cart Coin Challenge*

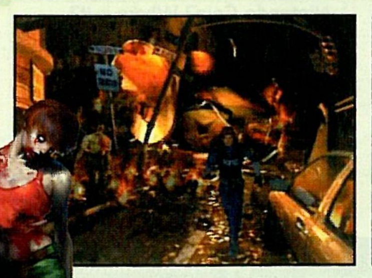




The perfect antidote to our coin-grabbing I'm the Best leagues, this, from **Joe Hancock** of **Dudley**. Enter Diddy's Minecart Race as usual (it's inside the mountain on Jungle Japes), but rather than stuff your purse fit to bust, attempt to *avoid* the spinning gold coins. Pull back when faced with a club-wielding Kremling or T.N.T. barrels to avoid careering at high speed into the money, and keep the stick pushed firmly forward when coins appear to the side of the track. Use the levers to switch tracks, too.

COINS						
		2		3		5

RESIDENT EVIL 2 — *Zombie Takedown*





Shooting zombies in the head with a 12.-calibre shotgun is just so *passe* these days, don't you find? Any police officer worth his salt should be waiting for the undead to take hold of his neck, then using his elbow to shunt the shambling corpses to the floor, via this challenge from **Mark Rundle** of **Hitchin**. Try it with Leon on the first street section – wait for six zombies to group together and attack near the car on the third screen, then see how many you can knock to the ground with your waggling stick. No weapons allowed.

ZOMBIES						
		6		5		4

SUPER SMASH BROS — Proximity Punch-Up





You'll need to have unlocked the 'Item Switch' for this challenge – it's yours after you've played 50 Vs. mode games in a row. Then, following the advice of someone whose name we've mislaid (write in if it's you), turn off every power-up save for the Motion Sensor Bomb, and set its appearance level at "very high". With that done, transform Hyrule Castle into a proximity bomb wonderland, and invite a friend to cross from one side of the map to the other as many times as possible, without scattering their arms and legs all over the arena.

LAPS	 10+	 5+	 3+

GOLDENEYE 007 — Licence to Kill (a lot)



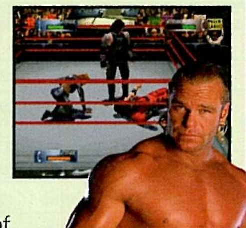


Many thanks to **Arran Jones** of **Chester** for this murderous challenge. By setting off the alarm near the compound of buildings of Surface 2, you can activate a limitless supply of very angry guards, fresh for the killing. The idea is to take them out one at a time from inside one of the compound's buildings, and with only one piece of body armour to protect your fragile bits. Take 60 guards' legs from underneath them before checking the end-of-level screen for the number of headshots you've managed.

HEADSHOTS	 20	 10	 5

WWF WRESTLEMANIA 2000 — Hate Triangle



A pat on the back for **Ian Tolerton** of **Co. Antrim**, who's set a monstrously tricky challenge for fans of THQ's grapplethon. Choose Tori as your oily-muscled combatant, then start a 3-Way Dance with Kane and The Undertaker played by the CPU. With no time limit, pins or ring outs, and TKOs, Submissions and Rope Breaks on, try to break your opponent's bones as quickly as possible. Ian's record is 20 seconds, but we're sure someone out there can give him a sound ol' whupping.

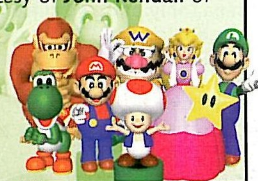
TIME (SECONDS)	 25	 40	 60

MARIO PARTY — Crazy Cannons





A superb way to squeeze the most from your aged *Mario Party* cart while you wait for the release of its sequel, courtesy of **John Kendall** of **Bishops Stortford**. Wario's Battle Canyon board is the setting, and the challenge is to land on as many islands as possible using just one cannon. How? By judging your landing spot on the island *exactly*, so little Mario is led straight into another cannon on the next tile. John says, "It's very tricky!" The master of understatement, that man.



ISLANDS	 4	 3	 2

Now it's your turn!

GAME ON



Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

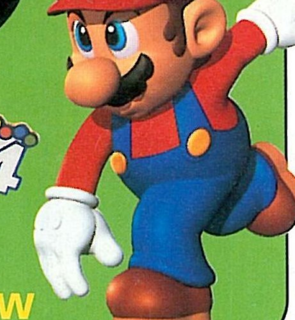
Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Ridge Racer 64 • Donkey Kong 64
Jet Force Gemini • Resident Evil 2
We'll print the best right here, and you'll get a lovely little **N64** pin badge as a reward. Whoop!

N64 MAGAZINE



I'M THE BEST

Who's the best? You are! No, really – you are. The best.

There are many things in life that could be described as 'best'. Best fish, for example, which is far nicer than the standard ammonia-smelling stuff. George Best too, even though he sports a genuinely vile beard. And you lot. But can you prove it? If you're lacking the printed proof that you are indeed a better human being than your mates, send us your scores. We'll make you feel superior.



New Leagues
RIDGE RACER 64

We want your best times for the following Ridge Racer tracks:

Ridge Racer Novice • Revolution Novice • Renegade Novice Revolution Intermediate • Renegade Intermediate • Ridge Racer Expert Revolution Expert • Renegade Expert Ridge Racer Extreme

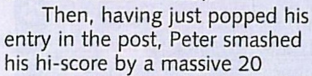


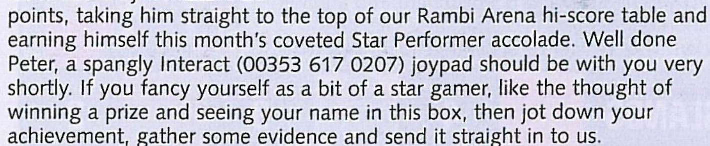
STAR PERFORMANCE in conjunction with INTERACT



We had not one, but *two* entries from this month's Star Performer. Way back at the start of the month, Peter Barrett from County Armagh in Northern Ireland sent in a certainly-not-shabby score of 224 on *Donkey Kong 64*'s Rambi Arena (only bettered since by Ben Gooch's score of 228).

Then, having just popped his entry in the post, Peter smashed his hi-score by a massive 20 points, taking him straight to the top of our Rambi Arena hi-score table and earning himself this month's coveted Star Performer accolade. Well done Peter, a spangly Interact (00353 617 0207) joypad should be with you very shortly. If you fancy yourself as a bit of a star gamer, like the thought of winning a prize and seeing your name in this box, then jot down your achievement, gather some evidence and send it straight in to us.





NEW HIGH SCORE!

We've had some confusion over the *World Driver* times. Times we want are actually for just one lap – sorry for any misunderstanding. We've yet to receive any entries for the *Resident Evil* challenge we set in issue 39, so this month's High Score prize goes to Chris Charlwood from Bromley in Kent who's sent in some super-fast *World Driver* times and leapt to the top of nearly all our *World Driver* leagues. Congrats to him, there's a joypad on the way.



THIS MONTH'S TIME TO BEAT



Last month saw our massive review of super-speedy driver *Ridge Racer 64* and if you read it you'll know how much we loved it. The game should be in the shops now, so get your hands on a copy and have a go at thrashing Mark's Ridge Racer Novice time of **1'13"480**.

The winner will be revealed in issue 43. Good luck!

Donkey Kong 64

RAMBI BONUS GAME

1	244	Peter Barrett, *Co. Armagh*
2	228	Ben Gooch, *Tamworth*
3	220	Tim Booth, *Shrewsbury*
4	218	Matthew Sexton, *Bedford*
4	218	Ruben Larsen, *Norway*
6	214	Stan Colomb, *Corsham*
7	210	Phil Hughes, *Widnes*
7	210	Ronan O'Rourke, *Belgium*
9	204	Jonathan Maidment, *Malmesbury*
10	200	Richard Easton, *London*
10	200	Desmond Foley, *Co.Carlow*
12	208	Joseph Roche, *Co. Dublin*
12	208	Ben Lock, *Folkestone*
12	208	James Lawrence, *Middlesex*
12	208	Kyan Kia, *Halifax*
12	208	Tom Bennett, *Kenilworth*
12	208	David Jones, *London*

ENGUARDE ARENA

1	345	Janne Kaitila, *Finland*
2	315	Kyan Kia, *Halifax*
3	300	Stuart Stringer, *Orpington*
4	270	Chester Trinick, *Bristol*
5	265	Ruben Larsen, *Norway*
6	260	Matthew Sexton, *Bedford*
6	260	Gavin Fuller, *Romford*
8	255	Greg Duncan, *Glasgow*
9	250	Marc Marshall, *Altrincham*
9	250	Anthony Hooley, *Breaston*
9	250	Andrew McGlynn, *Glasgow*
9	250	Tim Booth, *Shrewsbury*
9	250	Jason Frost, *Australia*
9	250	Andrew Fuller, *Tunbridge Wells*
9	250	Chris Webb, *Gloucester*

DK ARCADE

1	120600	Ben Gooch, *Tamworth*
2	92500	Matthew Sexton, *Bedford*
3	52400	Chris Webb, *Gloucester*
4	51100	Simon Johnson, *Tyne & Wear*
5	36900	Andrew Simmonds, *Waterlooville*
6	29000	Jason Frost, *Australia*
7	28400	Neil Mapley, *Grimsby*
8	23020	Ronan O'Rourke, *Belgium*
9	22400	Tim Booth, *Shrewsbury*
10	17700	Jan Clauwers, *Holland*

JETPAC

1	664035	Greg Duncan, *Glasgow*
2	213425	Simon Johnson, *Tyne & Wear*
3	52000	Matthew Sexton, *Bedford*
4	31060	Anthony Hooley, *Breaston*
5	29550	Andrew Simmonds, *Waterlooville*
6	31850	Paul Davey, *Aylesford*
7	31380	Trulshoye Ekholt, *Norway*
8	25030	Neil Mapley, *Grimsby*
9	15735	Joachim Clauwers, *Holland*
10	10321	Ronan O'Rourke, *Belgium*

DIDDY'S MINECART RIDE

1	84	Denis Craven, *Lancashire*
2	77	Bobby Matthews, *Kingston Upon Thames*
3	74	Anthony Hooley, *Breaston*
3	74	Neil Mapley, *Grimsby*
5	70	Joachim Clauwers, *Holland*
6	65	Ronan O'Rourke, *Belgium*

Mario Golf



TOAD HIGHLANDS		
1	8'51"98	Chris Webb, *Gloucester*
2	9'18"68	Jon McIlvaney, *Washington*
3	9'33"88	Gary Carney, *Newcastle upon Tyne*
4	9'52"64	Matthew Sexton, *Bedford*
5	10'10"48	Raymond Wegman, *Holland*

KOOPA PARK		
1	9'43"20	Chris Webb, *Gloucester*
2	10'32"68	Gary Carney, *Newcastle upon Tyne*
3	10'47"16	Jan-Erik Spangberg, *Sweden*
4	11'18"48	Raymond Wegman, *Holland*
5	11'33"32	Richard Clark, *Suffolk*

SHY GUY DESERT		
1	10'40"60	Chris Webb, *Gloucester*
2	10'47"72	Gary Carney, *Newcastle upon Tyne*
3	10'52"92	Raymond Wegman, *Holland*
4	11'22"28	Jan-Erik Spangberg, *Sweden*
5	12'05"40	Richard Clark, *Suffolk*

YOSHI'S ISLAND		
1	10'23"40	Chris Webb, *Gloucester*
2	10'23"68	Raymond Wegman, *Holland*
3	11'21"72	Gary Carney, *Newcastle upon Tyne*
4	11'54"16	Jan-Erik Spangberg, *Sweden*
5	12'47"96	Jon McIlvaney, *Washington*

BOO VALLEY		
1	11'39"04	Chris Webb, *Gloucester*
2	11'44"36	Gary Carney, *Newcastle upon Tyne*
3	11'46"24	Jan-Erik Spangberg, *Sweden*
4	12'58"96	Raymond Wegman, *Holland*
5	13'12"64	Simon Johnson, *Tyne & Wear*

MARIO'S STAR		
1	11'15"48	Chris Webb, *Gloucester*
2	11'33"16	Raymond Wegman, *Holland*
3	12'02"28	Gary Carney, *Newcastle upon Tyne*
4	12'26"64	Jon McIlvaney, *Washington*
5	12'40"52	Jan-Erik Spangberg, *Sweden*

Beetle Adventure Racing



COVENTRY COVE		
1	4'36"03	Matthew Leach, *Cheshire*
2	4'42"59	Ross Anderson, *Peterborough*
3	4'42"98	Martin Van Duuren, *Holland*
4	4'43"88	Anders Ringdal, *Norway*
5	4'47"81	Craig Wood, *West Sussex*

MOUNT MAYHEM		
1	4'43"11	Matthew Leach, *Cheshire*
2	4'44"99	Anders Ringdal, *Norway*
3	4'47"65	Martin Van Duuren, *Holland*
4	4'47"66	Ross Anderson, *Peterborough*
5	4'50"03	Jan-Erik Spangberg, *Sweden*

SUNSET SANDS		
1	5'14"26	Martin Van Duuren, *Holland*
2	5'21"86	James Robinson, *Cheshire*
3	5'25"28	Thomas Hower, *Denmark*
4	5'28"09	Ross Anderson, *Peterborough*
5	5'43"41	Simon Jeffree, *Northampton*

INFERNO ISLE		
1	6'29"06	Martin Van Duuren, *Holland*
2	6'33"09	Jan-Erik Spangberg, *Sweden*
3	6'33"93	Ross Anderson, *Peterborough*
4	6'36"64	Anders Ringdal, *Norway*
5	6'39"95	Martin Van Duuren, *Holland*

METRO MADNESS		
1	4'47"76	James Robinson, *Cheshire*
2	5'43"46	Martin Van Duuren, *Holland*
3	5'49"03	Ross Anderson, *Peterborough*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS		
1	3'42"02	Jan-Erik Spangberg, *Sweden*
2	3'53"46	Bobby Matthews, *Kingston*
3	3'56"10	Thomas Hower, *Denmark*
4	3'56"50	Martin Van Duuren, *Holland*
5	3'59"36	Ross Anderson, *Peterborough*

Smash Bros



MARIO		
1	13"81	Matthew Sexton, *Bedford*
2	14"13	James Wood, *Cumbria*
3	14"63	Tom Donoughue, *Balsham*
4	15"95	Raymond Wegman, *Holland*
5	16"40	Rob Humphrey, *Leicester*

DONKEY KONG		
1	14"37	Tom Donoughue, *Balsham*
2	15"50	James Wood, *Cumbria*
3	15"83	Raymond Wegman, *Holland*
4	16"40	James Holt, *Brighouse*
5	16"89	Matthew Sexton, *Bedford*

YOSHI		
1	19"83	Tom Donoughue, *Balsham*
2	23"90	Rob Humphrey, *Leicester*
3	25"37	James Wood, *Cumbria*
4	28"61	Matthew Sexton, *Bedford*
5	28"77	Raymond Wegman, *Holland*

KIRBY		
1	21"00	Tom Donoughue, *Balsham*
2	23"55	James Wood, *Cumbria*
3	23"57	Raymond Wegman, *Holland*
4	23"99	Jon Davies, *Wallingford*
5	24"55	James Holt, *Brighouse*

LINK		
1	21"21	Rob Humphrey, *Leicester*
2	21"47	Tom Donoughue, *Balsham*
3	23"95	Raymond Wegman, *Holland*
4	24"10	Jon Davies, *Wallingford*
5	27"49	James Wood, *Cumbria*

FOX		
1	14"05	James Wood, *Cumbria*
2	16"30	Raymond Wegman, *Holland*
3	17"11	Tom Donoughue, *Balsham*
4	22"57	Ash Phillips
5	23"83	Rob Humphrey, *Leicester*

PIKACHU		
1	12"89	Tom Donoughue, *Balsham*
2	13"25	James Wood, *Cumbria*
3	14"31	Rob Humphrey, *Leicester*
4	14"57	James Holt, *Brighouse*
5	14"95	Stephen Ward, *Dorking*



Star Wars Episode 1: Racer



BOONTA TRAINING COURSE		
1	0:26.705	Thomas Hower, *Denmark*
2	0:27.639	James McClosky, *Co.Derry*
3	0:29.259	Anthony Ratnasothy, *Essex*
4	0:30:012	Jan-Erik Spangberg, *Sweden*
5	0:30.124	Phil Hughes, *Widnes*

MON GAZZA SPEEDWAY		
1	0:12.158	Thomas Hower, *Denmark*
2	0:12.573	James McClosky, *Co.Derry*
3	0:12.775	Anthony Ratnasothy, *Essex*
4	0:13.071	Phil Hughes, *Widnes*
5	0:13.320	Jan-Erik Spangberg, *Sweden*

BEEDO'S WILD RIDE		
1	0:56.431	Anthony Ratnasothy, *Essex*
2	1:00.342	Thomas Hower, *Denmark*
3	1:01.196	Stephen Hill, *Maidstone*
4	1:02.242	Luke Oswin, *Leicester*
5	1:04.159	Andrew Mills, *Dundee*

MALASTARE 100		
1	0:31.844	James McClosky, *Co.Derry*
2	0:34.780	Anthony Ratnasothy, *Essex*
3	0:36.775	Thomas Hower, *Denmark*
4	0:37.315	Matthew Durrant, *Bognor Regis*
5	0:39.828	Stephen Hill, *Maidstone*

VENGEANCE		
1	1:07.810	Anthony Ratnasothy, *Essex*
2	1:11.881	Jan-Erik Spangberg, *Sweden*
3	1:12.290	Nader Kohbodi, *Anglesey*
4	1:13.048	Stephen Hill, *Maidstone*
5	1:13.573	James Swain, *Essex*

SCRAPPERS RUN		
1	0:33.333	Matthew Durrant, *Bognor Regis*
2	0:34.957	James McClosky, *Co.Derry*
3	0:37.950	Anthony Ratnasothy, *Essex*
4	0:41.057	Stephen Hill, *Maidstone*
5	0:41.931	Thomas Hower, *Denmark*

ANDO PRIME CENTRUM		
1	0:51.627	Thomas Hower, *Denmark*
2	0:51.761	Matthew Durrant, *Bognor Regis*
3	0:51.867	Anthony Ratnasothy, *Essex*
4	0:58.657	Stephen Hill, *Maidstone*
5	0:59.390	Dominic Tourner, *Australia*

EXECUTIONER		
1	1:22.029	Anthony Ratnasothy, *Essex*
2	1:23.611	Luke Oswin, *Leicester*
3	1:26.576	Thomas Hower, *Denmark*
4	1:27.559	Jan-Erik Spangberg, *Sweden*
5	1:28.897	Stephen Hill, *Maidstone*

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE		
1	0:17.4	Guy Nisbett, *London*
2	0:17.6	Adam Bull, *Leeds*
3	0:18.0	David Maguregui, *Wellesbourne*
4	0:18.2	Thomas Grandjean, *Switzerland*
5	0:18.4	Nathan Wilson, *Driffield*

QORON IV		
1	0:27.5	Guy Nisbett, *London*
2	0:28.9	Dillan Ganesh, *Swansea*
3	0:29.3	Adam Bull, *Leeds*
4	0:29.5	Nathan Wilson, *Driffield*
5	0:30.2	Rob Friend, *Glossop*

SOKANA		
1	0:29.2	Guy Nisbett, *London*
2	0:31.5	Thomas Grandjean, *Switzerland*
3	0:31.7	Adam Bull, *Leeds*
4	0:32.2	Nathan Wilson, *Driffield*
5	0:32.7	Anthony Kay, *Macclesfield*

DYRONESS		
1	0:21.0	Jan-Erik Spangberg, *Sweden*
2	0:21.8	Adam Bull, *Leeds*
3	0:22.3	Dillan Ganesh, *Swansea*
4	0:22.7	Guy Nisbett, *London*
5	0:23.0	Mark Robinson, *Congleton*

MACHAON II		
1	0:32.6	Guy Nisbett, *London*
2	0:33.2	Jan-Erik Spangberg, *Sweden*
3	0:34.1	Adam Bull, *Leeds*
4	0:35.2	Dillan Ganesh, *Swansea*
5	0:35.4	Stuart Millar, *Guildford*

TERAFUMOS		
1	0:28.0	Guy Nisbett, *London*
2	0:29.2	Jan-Erik Spangberg, *Sweden*
3	0:29.5	Adam Bull, *Leeds*
4	0:30.4	Dillan Ganesh, *Swansea*
5	0:30.8	Stuart Millar, *Guildford*

World Driver Championship



HAWAII C		
1	01:02.52	Chris Charlwood, *Bromley*
2	01:03.90	Daniel John, *via email*
3	01:06:32	Chris Webb, *Gloucester*
4	01:27:28	Alex Elder, *Surrey*
5	01:31.16	Raymond Wegman, *Holland*

KYOTO A		
1	00:40.24	Daniel John, *via email*
2	00:40.64	Chris Charlwood, *Bromley*
3	00:41.00	Tim Barrow, *Gloucester*
4	00:41.96	Andrew Whitham, *Moreton-in-Marsh*
5	00:42.16	Chris Webb, *Gloucester*

LAS VEGAS A		
1	00:59.36	Daniel John, *via email*
2	01:01.16	Chris Charlwood, *Bromley*
3	01:01.60	Chris Webb, *Gloucester*
4	01:21:58	James Cunnington, *Harrogate*
5	01:26.60	Raymond Wegman, *Holland*

ROME B		
1	01:14:23	Daniel John, *via email*
2	01:15.68	Chris Charlwood, *Bromley*
3	01:18:16	Peter Robertson, *Scotland*
4	01:18.44	Tim Barrow, *Gloucester*
5	01:18.76	Chris Webb, *Gloucester*

LISBON C		
1	01:03.92	Chris Charlwood, *Bromley*
2	01:06:44	Daniel John, *via email*
3	01:09.32	Chris Webb, *Gloucester*
4	01:28:44	Alex Elder, *Surrey*
5	01:30:30	James Cunnington, *Harrogate*

BLACK FOREST A		
1	00:27.96	Chris Charlwood, *Bromley*
2	00:29:04	Peter Robertson, *Scotland*
3	00:29:20	Daniel John, *via email*
4	00:29.72	Chris Webb, *Gloucester*
5	00:30.84	Tim Barrow, *Gloucester*

TOTAL TIME		
1	05:31.88	Chris Charlwood, *Bromley*
2	05:47.88	Chris Webb, *Gloucester*
3	06:24:87	Alex Elder, *Surrey*
4	07:58.12	Raymond Wegman, *Holland*



F-Zero X

UK (PAL) TIMES

SAND OCEAN

1	1'14"690	Adam Tucker, *Great Yarmouth*
2	1'15"246	Phil Hughes, *Widnes*
3	1'15"839	Matthew Flitton, *Cambridge*
4	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
5	1'16"917	David Van Moer, *Belgium*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'31"999	Tony Dunster, *London*
4	1'32"502	David Van Moer, *Belgium*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA

1	1'22"696	Adam Tucker, *Great Yarmouth*
2	1'23"527	Phil Hughes, *Widnes*
3	1'24"497	Matthew Flitton, *Cambridge*
4	1'24"792	Morten Tronstad, *Norway*
5	1'24"830	David Van Moer, *Belgium*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'22"152	D. D. Ramone, *Carlisle*
5	1'22"591	Sam Fenwick, *Leighton Buzzard*

FIRE FIELD

1	1'14"360	Phil Hughes, *Widnes*
2	1'15"028	Adam Tucker, *Great Yarmouth*
3	1'15"183	D. D. Ramone, *Carlisle*
4	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
5	1'19"908	David Van Moer, *Belgium*

RED CANYON 2

1	1'33"776	Adam Tucker, *Great Yarmouth*
2	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
3	1'34"935	Phil Hughes, *Widnes*
4	1'35"555	D. D. Ramone, *Carlisle*
5	1'39"323	Tony Dunster, *London*

SPACE PLANT

1	2'00"535	Adam Tucker, *Great Yarmouth*
2	2'01"163	Phil Hughes, *Widnes*
3	2'02"173	D. D. Ramone, *Carlisle*
4	2'05"109	Sam Fenwick, *Leighton Buzzard*
5	2'05"442	Gary Carney, *Newcastle-upon-Tyne*

PORT TOWN 2

1	1'52"832	Adam Tucker, *Great Yarmouth*
2	1'52"920	Phil Hughes, *Widnes*
3	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
4	1'54"461	David Van Moer, *Belgium*
5	1'54"676	D. D. Ramone, *Carlisle*

SAND OCEAN 2

1	1'36"776	Adam Tucker, *Great Yarmouth*
2	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
3	1'37"834	Tony Dunster, *London*
4	1'38"470	Phil Hughes, *Widnes*
5	1'38"635	D. D. Ramone, *Carlisle*

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK

1	1'29"43	Tim Booth, *Shrewsbury*
2	1'29"56	Adam Tucker, *Great Yarmouth*
3	1'31"56	Rob Inman, *Aylesbury*
4	1'32"36	Mario Keer, *The Netherlands*
5	1'32"40	Andrew Mills, *Dundee*

FROSTY VILLAGE

1	1'19"40	Phil Hughes, *Widnes*
2	1'19"90	Daniel Carlsson, *Sweden*
3	1'20"65	Anthony Levitt, *Swanley*
4	1'22"10	Morten Tronstad, *Norway*
5	1'23"96	Adam Tucker, *Norfolk*

WHALE BAY

1	0'55"31	Phil Hughes, *Widnes*
2	0'56"51	Morten Tronstad, *Norway*
3	0'56"75	Adam Tucker, *Norfolk*
4	0'58"71	Andrew Mills, *Dundee*
5	0'59"43	Danny Dunn, *Lincolnshire*

PIRATE LAGOON

1	1'04"45	Adam Tucker, *Great Yarmouth*
2	1'05"41	Phil Hughes, *Widnes*
3	1'05"66	Morten Tronstad, *Norway*
4	1'05"73	Jan-Erik Spangberg, *Sweden*
5	1'06"46	Anthony Levitt, *Swanley*

TREASURE CAVES

1	0'47"06	Phil Hughes, *Widnes*
2	0'47"83	Rob Inman, *Aylesbury*
3	0'48"43	Adam Tucker, *Great Yarmouth*
4	0'48"61	Daniel Carlsson, *Sweden*
5	0'49"06	Richard Dunn, *Lincolnshire*

BOULDER CANYON

1	1'32"66	Phil Hughes, *Widnes*
2	1'32"96	Adam Tucker, *Great Yarmouth*
3	1'33"26	Morten Tronstad, *Norway*
4	1'33"81	Danny Dunn, *Lincolnshire*
5	1'36"40	Andrew Mills, *Dundee*

HAUNTED WOODS

1	0'50"45	Rob Inman, *Aylesbury*
2	0'51"20	Phil Hughes, *Widnes*
3	0'53"91	Adam Tucker, *Great Yarmouth*
4	0'54"06	Daniel Carlsson, *Sweden*
5	0'54"95	Jan-Erik Spangberg, *Sweden*

STAR CITY

1	1'29"53	Adam Tucker, *Great Yarmouth*
2	1'30"50	Rob Inman, *Aylesbury*
3	1'30"90	Richard Dunn, *Lincolnshire*
4	1'31"66	Jan-Erik Spangberg, *Sweden*
5	1'31"76	Anthony Levitt, *Swanley*

SPACEPORT ALPHA

1	1'40"46	Rob Inman, *Aylesbury*
2	1'40"71	Andrew Mills, *Dundee*
3	1'41"33	Phil Hughes, *Widnes*
4	1'43"10	Morten Tronstad, *Norway*
5	1'47"75	Adam Tucker, *Great Yarmouth*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put it in the post – it'll be there in the next one.

In association with  

All-new challenges for an all-new millennium? Don't mind if we do...

skill club MILLENNIUM

Booyakka! The first entrants to our Skill Club Millennium Bronze league are below! Congratulations to the eight gamers who've managed to chalk up their names already. If you fancy joining them, we suggest you get gaming *right now*!

Remember, if you get to Gold Club, you could also be the lucky recipient of either a Gamester Advanced controller or Gamester Tremor Pak with 1MB memory. And make Platinum and it's a rare **N64** T-Shirt!

BRONZE Club

complete 3 challenges

Stefan Charles, *Dorchester*	L,N,S
Ben Cook, *Shoreham-by-Sea*	D,L,R
Chris Richards & Michael Petch, *Doncaster*	C,K,S
Lorenz Pasch, *London*	B,L,P
Damien Plumb, *Cambridge*	L,N,P
Alex McIver, *Edinburgh*	A,D,L,N
Gary Brawn, *Cheshire*	A,D,K,L,P

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the Bronze league, you could send us further proof to elevate yourself to a loftier position. Just mark your entry 'upgrade'.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

---

skill club MILLENNIUM ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 2000 league. I include proof of my achievements in:

	A F-Zero X			K Zelda	
	B ISS '98			L GoldenEye 007	
	C Rogue Squadron			M Pilotwings	
	D Super Mario 64			N Donkey Kong 64	
	E Turok: Rage Wars			O Resident Evil 2	
	F Lylat Wars			P Mario Golf	
	G Quake II			Q Shadowman	
	H Wave Race 64			R Jet Force Gemini	
	I 1080°			S Smash Bros	
	J Mario Kart			T World Driver	

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

Club 64 SKILL CLUB MILLENNIUM

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



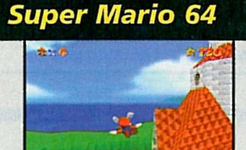
What you must do: Finish all the scenarios.
Proof: A photo of two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: Feel free to use any ships for this, including the V-Wing and Naboo fighter.)

challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.



challenge E — Turok: Rage Wars



What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/36.

challenge F — Lylat Wars



What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

challenge G — Quake II

What you must do: Beat the first level – Strogg Outpost – in a time under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64



What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge I — 1080° Snowboarding



What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide + free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64



What you must do: Beat a time of 1'43" (PAL) or 01' 35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007



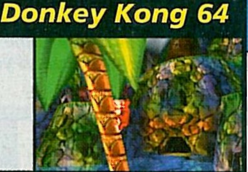
What you must do: Unlock all the cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

challenge M — Pilotwings



What you must do: Score over 3550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

challenge O — Resident Evil 2



What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf



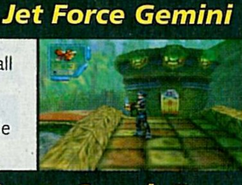
What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman



What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus tips book with issue 34.
(Note: There are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini



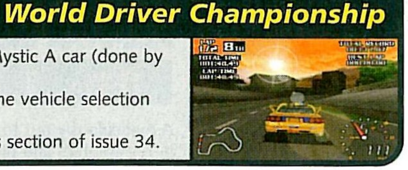
What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: Tips in issues 35/36, and Double Game Guide + free with issue 38.

challenge S — Super Smash Bros



What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!

Club 64 DIRECTORY

In association with BEATTIES Models Hobbies Toys Games

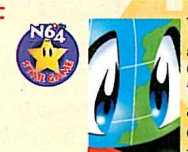
So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

BYE BYE 64

19% 1

Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



The announcement of this game was gut-wrenching, but you've got to give developers Bianspong their due – they've mixed it up! With 12 levels of airport simulation and the chance to earn huge bonuses in the secret farmhouse, it's… oh, we're in trouble.

TOP TIP *Use the teleport to time warp to two years into the future. Go up to 'Ed' – he's the sad, lonely old man on his own in the corner – and laugh at his retro games.*

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

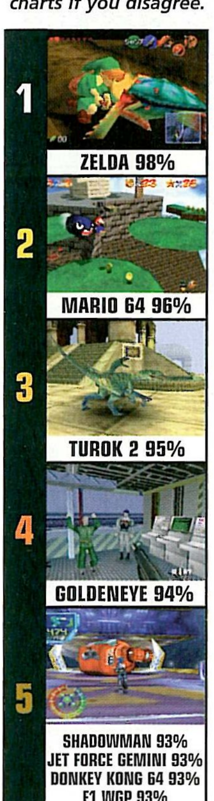
For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA 98%
2 MARIO 64 96%
3 TUROK 2 95%
4 GOLDENEYE 94%
5 SHADOWMAN 93%
JET FORCE GEMINI 93%
DONKEY KONG 64 93%
F1 WGP 93%

UK Game releases

40 WINKS

71% 3 — GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING

89% 4 — Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE

31% 1 — Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT

58% 1 — Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE

10% 0 — ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL

84% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000

68% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS

68% 3 — Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES

76% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES

67% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64

53% 2 — Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

AUTOMOBILI LAMBORGHINI

67% 2 — Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE

92% 5 — Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA

Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% 3 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT

81% 4 — 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE

73% 3 — Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING

81% 4 — EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS

76% 3 — GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS
88% 5
Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST
91% 5
Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.

TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% 1
Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO
66% 2
Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE
70% 2
Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2
80% 4
Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3
82% 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64
8% 0
SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA
81% 4
Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS
75% 3
Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS
67% 3
Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST
70% 2
Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2
55% 1
Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY
52% 3
Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK
81% 3
GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓
24% 0
Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER
75% 3
Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA
24% 0
Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD
38% 0
Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF
72% 3
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DARK RIFT
69% 1
Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY
65% 3
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING
90% 4
Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN
35% 1
Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONKEY KONG 64
93% 5
Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG


It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64
77% 2
GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES
50% 0
Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUKE NUKEM 64
85% 4
GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW



A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

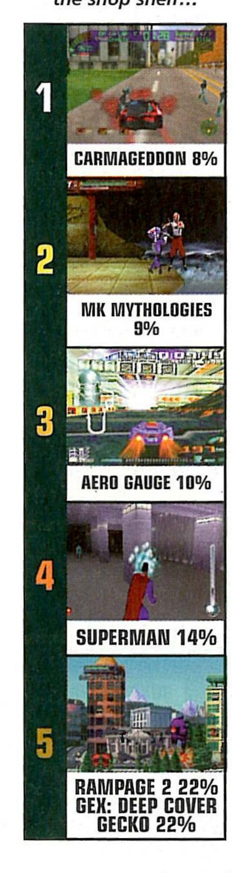
TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

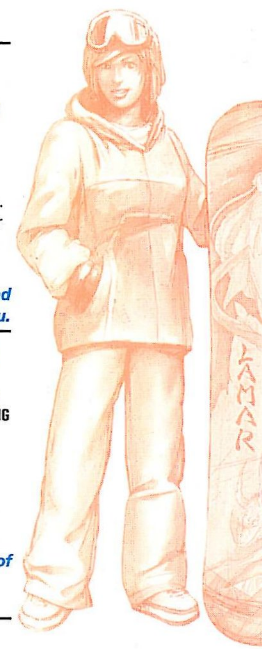
DUKE NUKEM: ZERO HOUR
90% 4
GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG


A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.*

WRETCHED
The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

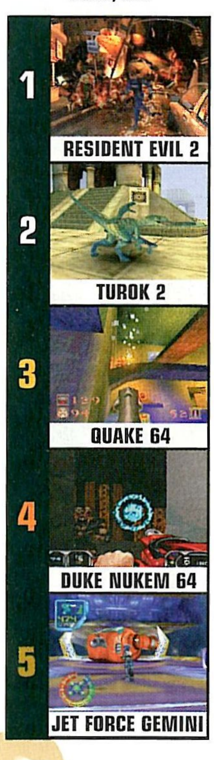






WINNER

David Newell, of lovely Solihull, sent us his top five 'blood and guts games', which is fair enough. And for his efforts, he wins a brand-spanking new copy of Resident Evil 2. *Well done, sir!*



EARTHWORM JIM 3D
68% 3 — Virgin ● £40 ● 1 players ● controller pak ● rumble pak ● Issue 35 ● JB

Jim's back, but his first foray into 3D is a middling effort. It's enjoyably silly, mind.

ECW HARDCORE REVOLUTION
80% 3 — Acclaim ● £40 ● 1-4 players ● controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Entertaining rasslin' despite a rubbish licence and forgettable characters.

EXTREME G
87% 2 — Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

EXTREME G2 (XG2)
85% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB



XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION
71% 1 — Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP
93% 5 — Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2
72% 3 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64
39% 0 — EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98
83% 2 — EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99
83% 4 — EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY
86% 4 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.

TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE
26% 1 — Crave ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON
73% 2 — Interplay ● £40 ● 1/2 players ● controller pak ● rumble pak ● Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN
87% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X
91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!
47% 1 — Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS
81% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO
22% 0 — Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO
59% 1 — GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER
83% 4 — Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2
69% 3 — Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007
94% 5 — Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW



Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64
67% 1 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN
69% 1 — Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY
71% 3 — Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS
61% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN
83% 4 — Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER
84% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 39 ● JB

Fantastic sub-*Wave Race* water racer with delicious tracks and ace stunts.

IGGY'S RECKIN' BALLS

56% 1 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling. There's loads to it, but it's just not that exciting.

ISS 64

92% 4 Konami • £30 • 1-4 players • controller pak • Issue 3 • TW




An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and now more than ever, the finest football game in the world.

TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As magnificently uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KNOCKOUT KINGS 2000

82% 3 EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo • £30 • 1/4 players • on Cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% 5 Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB




Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGO RACERS

70% 3 Lego Media • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 Infogrames • £40 • 1 player • on cart • rumble pak • Issue 29 • JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 3 GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 Activision • £40 • 1/2 players • rumble pak • on cart • Issue 34 • JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MICHAEL OWEN'S WLS 2000

84% 4 THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO

86% 4 Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB



Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB

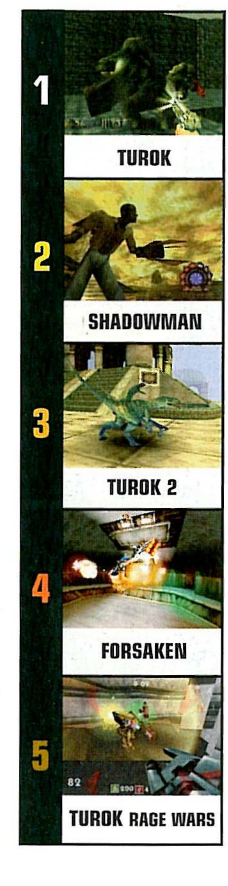


It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

ACCLAIMED!

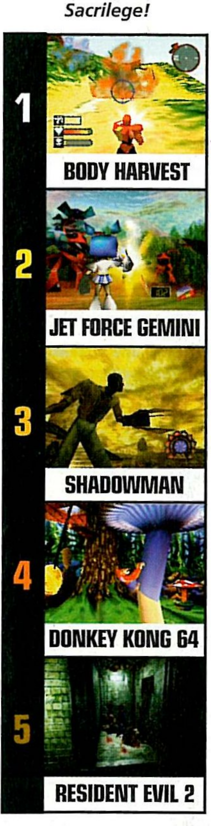
Benjamin Oliver of Northampton has this to say: "I reckon Acclaim, after Nintendo and Rare, are the best developers on the N64. Here's what I think their best games are". Right on! Um.





CONTRO-VERSIAL!

Alan Davids of Maldon is feeling in a mischievous mood. "There are lots of games that you rated highly that I don't really like", he says. "Here they are…" Sacrilege!



MISSION: IMPOSSIBLE
75% 3 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, a clunky engine and bad controls.

MK MYTHOLOGIES
9% 0 GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX
87% 4 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS
66% 2 Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game, with new two-player modes.



MORTAL KOMBAT 4
84% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY
34% 1 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP
71% 2 Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

MYSTICAL NINJA
90% 4 Konami ● £50 ● 1 players ● controller pak ● Issue 14 ● TW





With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again*

NAGANO WINTER OLYMPICS
32% 1 Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99
59% 1 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE
90% 4 Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak on cart ● Issue 18 ● MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME
52% 1 GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA JAM '99
83% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000
80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99
64% 2 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000
65% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98
71% 2 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NHL PRO '99
52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above average slice of ice-based hockey.

NBA PRO '99
52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ
87% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK





Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98
86% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT



It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99
90% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK





Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000
60% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update of top QBC series with nasty passing. Stick with last year's version.

NHL '99
74% 4 EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY
62% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99
64% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.

NUCLEAR STRIKE
82% 4 THQ ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 39 ● MK

Top notch update of classic copter game, with lashings of great missions.

OLYMPIC HOCKEY
60% 1 GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

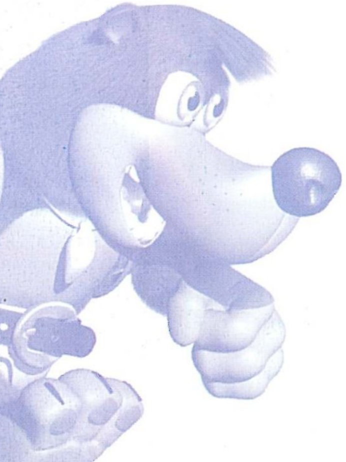
Cheap, cynical cash-in on an event that generates only total indifference in the UK.

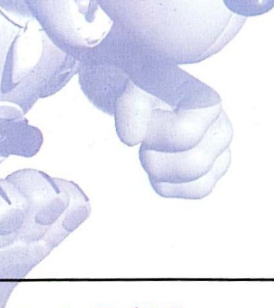
PAPERBOY
62% 2 Midway ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS
58% 2 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.





PGA EUROPEAN TOUR GOLF

80% 4 Infogrames ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 38 ● MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64

89% 5 Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.



TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

PREMIER MANAGER 64

82% 4 Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64

79% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II

90% 4 Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4 Take 2 ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 35 ● TW




Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!



TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4 Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR

54% 1 GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR

22% 0 Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK

70% 3 Mindscape ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2

73% 3 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE

81% 3 Midway ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 37 ● MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2

90% 4 Virgin ● £40 ● 1 player ● rumble pak ● expansion pak ● Issue 36 ● MG




Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT

73% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Better-than-average.

RIDGE RACER 64

91% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 40 ● MG




Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6000 and 7000 for a speed start.*

ROAD RASH 64

68% 3 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● JB

Solid, entertaining but unspectacular.

ROADSTERS

80% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● TW

Not perfect, but quick. Great.

ROBOTRON 64

75% 2 GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the arcade game.

ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● JB




The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts ● £50 ● 1 player ● cart ● rumble pak ● expansion pak ● Issue 25 ● TW




Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUGRATS TREASURE HUNT

48% 1 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% 3 Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 Kemco ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

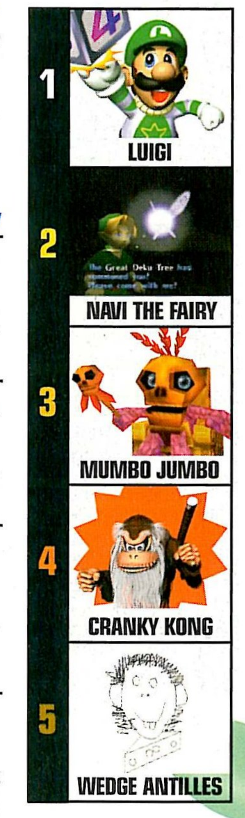
SHADOWS OF THE EMPIRE

78% 3 Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SIDE KICKS!

Just like in the movies, Andrew Whittle from Leigh points out that great games aren't just about their big-name stars. Here's his favourite five game characters in a supporting role...





GUNS!

A brilliant blast-'em-up relies on the strength of its firepower. Joseph Murphy from County Cork sent us his top five guns!



SILICON VALLEY

91% 5 Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK




The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 Acclaim ● £40 ● 1-4 players rumble pak ● controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK

83% 4 Acclaim ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 36 ● TW

Genuinely amusing *Mario Party* rip-off with ace mini games. Shortlived but fun.

SOUTH PARK RALLY

88% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● MG




Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld's nooks and crannies to dig out handy Mr Hanky Poo power-ups.*

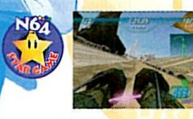
STARSHOT SPACE CIRCUS FEVER

68% 2 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 Nintendo ● £50 ● 1/2 players rumble pak ● on cart ● expansion pak ● Issue 30 ● MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option for a cut scene showing your racer trading insults with the course favourite.*

SUPERCROSS 2000

76% 3 EA ● £40 ● 1/2 players rumble pak ● controller pak ● Issue 39 ● JB

More-than-passable bike sim, though it takes ages to get to grips with.

SUPERMAN

14% 0 Titus ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 31 ● TW

Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN




Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 Nintendo ● £40 ● 1-4 players ● rumble pak Issue 36 ● MG



Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

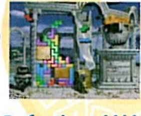
TETRISPHERE

69% 3 Nintendo ● £20 ● 1/2 players ● controller pak ● Issue 13 ● SJ

Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● Issue 33 ● MK

At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE

55% 2 Ubi Soft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 33 ● MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TOP GEAR OVERDRIVE

79% 3 Nintendo ● £45 ● 1/4 players ● rumble pak ● expansion pak ● on cart ● Issue 24 ● TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% 4 Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% 5 Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● JB




Brilliant rally game with arcade handling. There's even a random track generator.

TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

TOY STORY 2

71% 3 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● TW

Surprisingly good 3D platformer, with fun levels and sturdy levels.

TUROK DINOSAUR HUNTER

91% 4 Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *• Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 SEEDS OF EVIL

95% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW



A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK: RAGE WARS

87% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG



The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 Nintendo ● £40 ● 1/2 players rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% 3 Activision ● £40 ● 1/4 players controller pak ● expansion pak Issue 28 ● JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

VIGILANTE 8 SECOND OFFENCE

69% 3 Activision ● £40 ● 1-4 players rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Polished-looking but ultimately tedious update of last year's original.

VIRTUAL POOL 64

77% 4 Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

V-RALLY 99

90% 5 Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA




Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% 0 GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% 5 Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

78% 3 EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick , but disappointingly lacking in moves.

WCW/NWO REVENGE

75% 3 THQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% 2 EA • £40 • 1/4 players • Controller pak • Issue 16 • JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER CHAMPIONSHIP

91% 5 Midway/Boss • £40 • 1/2 players • rumble pak • controller pak • Issue 33 • JB

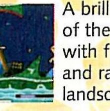



It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Press Left, Right, Right, Left, Down, Up at the next screen.*

WORMS ARMAGEDDON

85% 4 Infogrames • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MK

A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

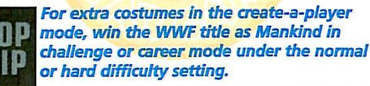
TOP TIP *Complete the training and one-player missions to access brand new multiplayer options.*

WWF ATTITUDE

88% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 32 • MG



The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



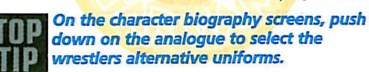
TOP TIP *For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.*

WWF WARZONE

85% 4 Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 19 • MK



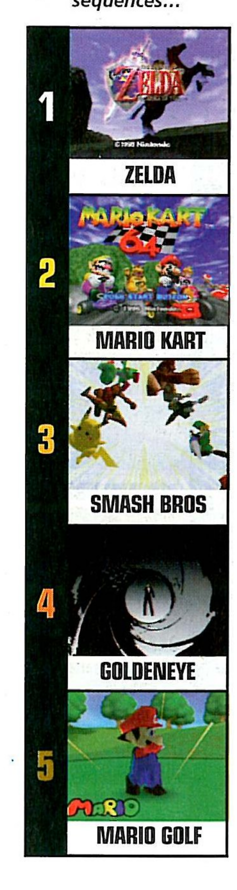
A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.



TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

WOULD YOU CREDIT IT?

Great games come as complete packages with an enticing intro and an end sequence that's well worth the wait. Graham Fowler from Maidstone in Kent sent in his top intros and end sequences...



1. ZELDA
2. MARIO KART
3. SMASH BROS
4. GOLDENEYE
5. MARIO GOLF

Club 64 DIRECTORY readers top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best, and most original chart, wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath. BA1 1BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five..
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name..

Address..

Postcode..

Game wanted..

KITTSY'S CHOICE

This month, Martin just wanted to share his all-new, current top five games with you, the readers. "I hope you like 'em", he says. "Or else I won't be very happy." He's only joking, y'know...



WWF WRESTLEMANIA 2000

90% 5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH




The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

XENA WARRIOR PRINCESS

81% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, good-looking four-player beat-'em-up. Lacks lifespan, but still...

YOSHI'S STORY

86% 5 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the '?'.*

Import releases
(not yet released in UK)

Game	Publisher	Players	Issue	Reviewer	Score	Stars
64 O-SUMO	Bottom Up	1/2 players	Issue 11	ME	90%	4
AIR BOARDER 64	Human	1/2 players	Issue 16	TW	62%	2
A BUG'S LIFE	Activision	1 player	Issue 31	JB	62%	2
AUGUSTA MASTERS '98	T&E Soft	1-4 players	Issue 14	JP	40%	1
BANGAIO	Treasure	1 player	Issue 36	MK	84%	4
BOMBERMAN D-DAMAN	Hudson	1 player	Issue 20	JP	23%	0
BOTTOM OF THE NINTH	Konami	1/2 players	Issue 30	TW	44%	2
CHORO Q 64	Takara	1-4 players	Issue 20	MK	56%	1
DENRYU IRA IRA BOU	Hudson	1/2 players	Issue 12	JN	65%	2
DEZAEMON 3D	Athena	1-4 players	Issue 19	MK	82%	4
DORAEMON	Epoch	1 player	Issue 2	TW	60%	1
DORAEMON 2	Epoch	1 player	Issue 26	JB	52%	2
F-CUP MANIAX	Imagineer	1/2 players	Issue 34	JB	85%	5
FAMISTA 64	Namco	1-4 players	Issue 11	TW	68%	1
FOX COLLEGE HOOPS	Fox Interactive	1/2 players	Issue 26	TW	25%	0
GET A LOVE PANDA LOVE UNIT	Hudson	1 player	Issue 26	TW	??%	2
GLORY OF ST. ANDREWS	Seta	1-4 players	Issue 1	TW	58%	0
GOLDEN NUGGET	EA	1-4 players	Issue 26	TW	52%	2
HARVEST MOON 64	Natsume	1 player	Issue 39	MK	90%	5
JANGOU SIM MAH JONG 64	Video System	1 player	Issue 7	JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer	1-4 players	Issue 8	TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson	1/2 players	Issue 10	TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami	1-4 players	Issue 1	TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami	1-4 players	Issue 32	TW	90%	5
JEOPARDY!	Take 2	1-3 players	Issue 16	MK	9%	0
JIKKYOU WORLD CUP '98	Konami	1-4 players	Issue 18	TW	91%	4
KING OF PRO BASEBALL	Imagineer	1-4 players	Issue 1	TW	68%	1
KIRATTO KAIKETSU	Imagineer	1-4 players	Issue 25	TW	60%	2
LAST LEGION UX	Hudson	1/2 players	Issue 32	MK	60%	3
LEGEND OF THE RIVER KING	Natsume	1 player	Issue 26	JB	56%	3
LET'S SMASH	Hudson	1-4 players	Issue 23	TW	67%	3
MAH JONG 64	Koei	1-4 players	Issue 3	JD	65%	1
MAH JONG MASTER	Konami	1-4 players	Issue 1	WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo	1-4 players	Issue 18	MK	74%	4
MARIO PARTY 2	Nintendo	1-4 players	Issue 39	MG	87%	5
NEON GENESIS EVANGELION	Bandai	1 player	Issue 35	JB	61%	3
NIGHTMARE CREATURES	Activision	1 player	Issue 25	MK	57%	1
OGRE BATTLE 3	Quest	1 player	Issue 34	MG	61%	3
PACHINKO WORLD 64	Hewia	1 player	Issue 13	TW	12%	1
PIKACHU GENKI DECHU	Nintendo	1 player	Issue 25	ME	75%	3
POKÉMON SNAP	Nintendo	1 player	Issue 29	MG	80%	4
POKÉMON STADIUM 2	Nintendo	1 player	Issue 25	ME	75%	3
POWER LEAGUE 64	Hudson	1/2 players	Issue 7	JA	42%	0
POWER PRO BASEBALL 4	Konami	1/2 players	Issue 3	TW	54%	2
POWER PRO BASEBALL 5	Konami	1/2 players	Issue 17	MK	78%	3
PUYO PUYO SUN 64	Compile	1/2 players	Issue 10	ZN	80%	3
PIKACHU GENKI DECHU	Nintendo	1 player	Issue 25	ME	75%	3
SIM CITY 2000	Imagineer	1 player	Issue 13	JP	83%	3
SNOWBOARD KIDS 2	Atlus	1-4 players	Issue 28	JA	80%	4
SNOW SPEEDER	Imagineer	1/2 players	Issue 26	JA	71%	3
STAR SOLDIER	Hudson	1 player	Issue 19	MK	62%	1
SUPER BOWLING	Athena	1-4 players	Issue 30	MG	72%	4
SUPER ROBOT SPIRITS	Banpresto	1/2 players	Issue 20	MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami	1-4 players	Issue 15	TW	78%	4
TAMAGOTCHI WORLD 64	Bandai	1-4 players	Issue 12	JN	79%	4
TETRIS 64	Seta	1-4 players	Issue 26	JA	42%	1
TOKON ROAD	Hudson	1-4 players	Issue 12	DM	49%	1
TOY STORY 2	Activision	1 player	Issue 37	JB	71%	3
TRIPLE PLAY 2000	EA	1-4 players	Issue 29	MG	50%	2
TRUMP WORLD	Bottom Up	1-4 players	Issue 21	MG	21%	1
VIRTUAL CHESS	Titus	1/2 players	Issue 18	TW	76%	3
WCW NITRO	THQ	1-4 players	Issue 27	JP	42%	1
WHEEL OF FORTUNE	Gametek	1-3 players	Issue 11	TW	17%	0
WINBACK	Koei	1-4 players	Issue 35	MK	83%	4
WONDER PROJECT J2	Enix	1 player	Issue 1	WO	55%	2



N64 MAGAZINE BACK ISSUES

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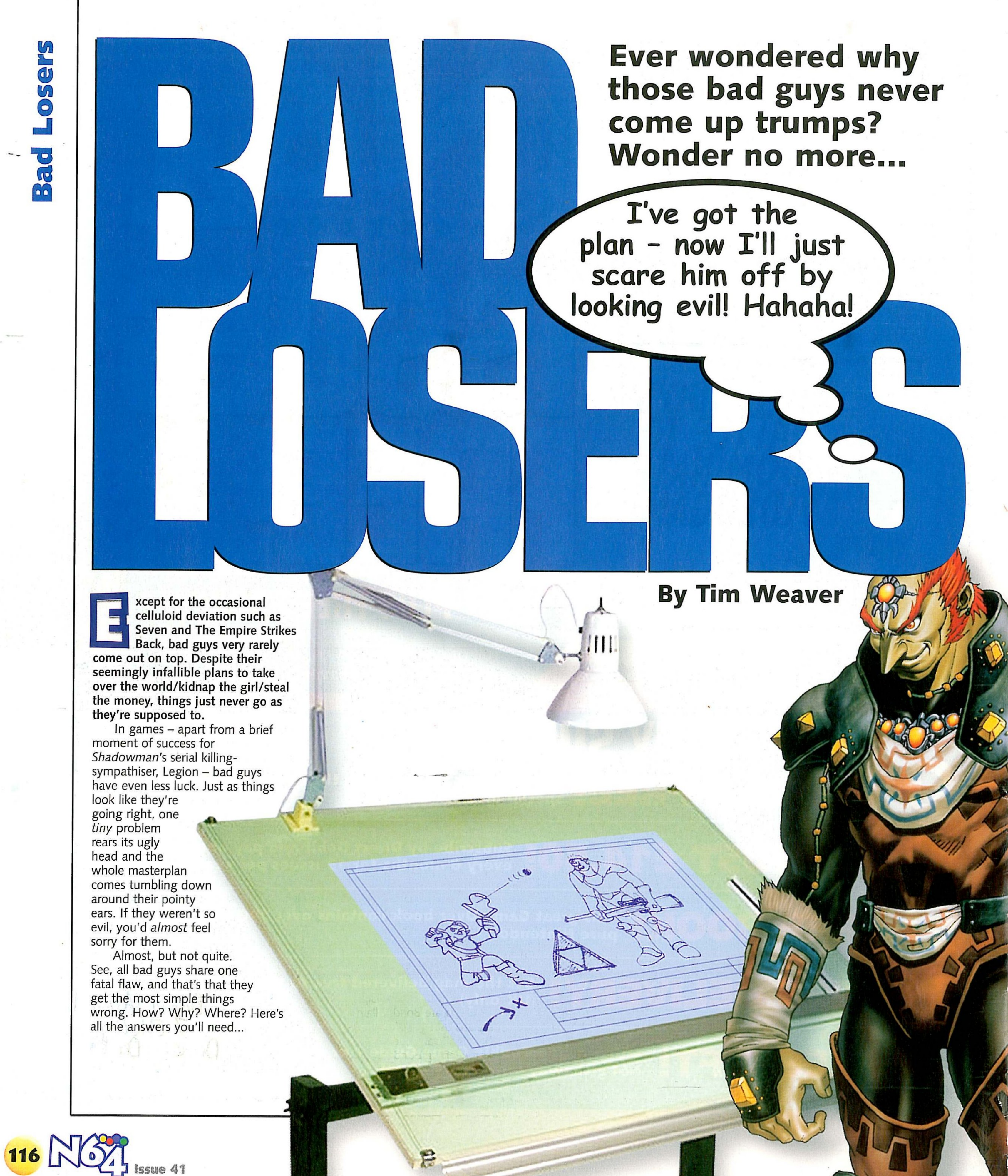
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BAD LOSERS

Ever wondered why those bad guys never come up trumps? Wonder no more...



By Tim Weaver

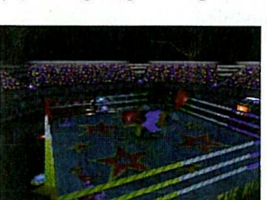
Except for the occasional celluloid deviation such as Seven and The Empire Strikes Back, bad guys very rarely come out on top. Despite their seemingly infallible plans to take over the world/kidnap the girl/steal the money, things just never go as they're supposed to.

In games – apart from a brief moment of success for *Shadowman*'s serial killing-sympathiser, Legion – bad guys have even less luck. Just as things look like they're going right, one *tiny* problem rears its ugly head and the whole masterplan comes tumbling down around their pointy ears. If they weren't so evil, you'd *almost* feel sorry for them.

Almost, but not quite. See, all bad guys share one fatal flaw, and that's that they get the most simple things wrong. How? Why? Where? Here's all the answers you'll need...

K. ROOL

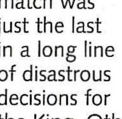
BAD GUY CREDENTIALS



Banana-stealing, island-driving, marble-eyed Kremling croc, whose comedy approach and hasty decision-making hides the dark heart of a psychologically unhinged chimp-killer.

THE FINAL BATTLE

How best to dispose of five multi-talented monkeys, then? Imprison them and leave them to rot? Spray some coconuts about? Reverse your island over them? How about arrange a five round boxing match where each of the Kongs takes it in turns to smash you hard in the face?



WHY IT ALL WENT WRONG

The boxing match was just the last in a long line of disastrous decisions for the King. Others included keeping renowned monkey-sympathiser, K. Lumsy, locked up and then being whacked out of the sky by him; a questionable evil henchman hiring policy; possessing no apparent driving skills (making him ill-qualified to be careering about in an island); and not learning from the three times before the Kongs have disposed of his snappy brand of baddieness.



WILL HE RETURN?

Almost certainly. After feeling the business end of Funky Kong's 'Bootgun', we can assume he didn't land awkwardly and end up with life-threatening injuries. Indeed, at this very moment, he's probably plotting his revenge (involving driving the continent of Asia to DK Isles).

Why bad guys fail

EVIDENCE

Intercepted! A transcript from K. Rool's pre-DK64 henchmen interviews...

K. ROOL
Anyway, what I want to do is drive an island over there and really mess them up.

CANDIDATE
Mess them up.

K. ROOL
Yeah. I'll drive the island over and reverse it into that stupid monkey-faced hill thing. And that's where you come in: you jump out and... er... maybe chase them or something.

CANDIDATE
Or something.

K. ROOL
Yes, well, those details still need to be ironed out. Just tell me this: are you evil?

CANDIDATE
Are you evil.

K. ROOL
Perfect! How do you feel about getting bazooka'd in the face?

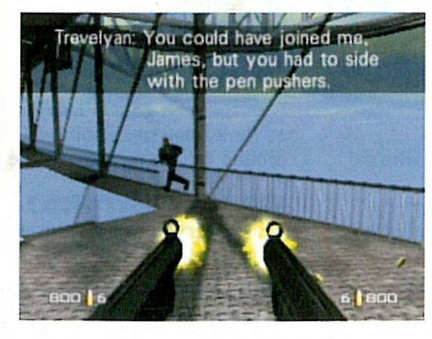
CANDIDATE
In the face.

K. ROOL
Excellent! Can you run in straight lines with your arms rigid at your side?

CANDIDATE
At your side.

K. ROOL
You're hired!

JANUS



BAD GUY CREDENTIALS

Highly trained 00 Agent turned heartless Russian defector. Displays 'evil' scar and is intent on world domination via a carefully-planned money-earning satellite sabotaging plan.

THE FINAL BATTLE

It's survival of the fittest! Fake-accented northern misfit Alec Trevelyan and bouffant-haired Bond peg it around the sprawling Cradle, 007 giving chase to the man-known-as-Janus as he shouts out, 'From the Cradle to the grave – *your grave*!' and doesn't feel embarrassed.



WHY IT ALL WENT WRONG

Being Her Majesty's most talented agent, Bond was always going to last the distance; which made Janus' decision to finish off the lengthy Cradle pursuit by dropping down and hiding on a minuscule platform with no barriers and nothing but air below, somewhat chancey. But, of course, *crucially* the platform incident adheres closely to the guidelines laid out in 'The Big Book of Elaborate Bond Villain Masterplans that go Wrong'. As do other significant oversights, including keeping Bond locked up in a room with his gun and magazine clips on the table in front of him, and leaving him to die in a bomb-rigged train and then – in what some would regard as a clumsy oversight – explaining how to escape. Whoops.

WILL HE RETURN?

Well, with a bullet in the face and a mile-high drop down to a steel-coated forest floor, the chances are, admittedly, slim.





BOWSER



BAD GUY CREDENTIALS
Despite his frequent Princess-'napping (must be that baking smell) Bowser, with his 'spiky' personality and cheeky chappy grin, is the bad guy you love to hate – *and love*!

THE FINAL BATTLE
Disastrously employing the same tactic he used in his previous encounter with Mario, Bowser opts to scatter bombs around the circumference of his space-set arena. The outcome is cheek-tighteningly familiar: Mazza picks Bowser up by the tail, swings him round, then tosses him into one of his own explosive charges. Ouch. You could say Bowz got a bit of a 'bomb' deal. Ha! Oh.

WHY IT ALL WENT WRONG
Using the same ill-fated plan as he did twice before was never going to be the smart course of action, and – unhappily – Bowser paid a full fat price in the final battle for, er, whatever it was he was 'planning' to 'do' 'with' the Princess. But, then, King Koopa has made house-sized errors throughout his criminal career, the largest of which would surely have to be allowing Dennis Hopper to play him in murderous celluloid catastrophe Super Mario Bros The Movie.

WILL HE RETURN?
Of course! But, with Mario and Luigi 'growing up' on the Dolphin, Bowser may also return in a different guise. Perhaps as a bespectacled, nerdy, dwarf-sociopath hybrid with parental problems and a brain capable of complex mathematics. Perhaps.





Why bad guys fail
EVIDENCE

A leaked extract from The Campaigner's secret weapon blueprints...

I need to beat him to a bloody pulp, so I need weapons that can blow that dinosaur-hunting idiot out of the water. With this in mind, I've come up with some weapon designs for my next attempt to cross from the Lost Lands onto Earth – these simply can't fail!

TUROK HAS THE... CHAINGUN
A rapid-fire, body-splitting machine gun canon with 360° movement.

I HAVE THE... TERROR NAILS
I use my fingernails and dig them into his skin. Really hard.

TUROK HAS THE... MINI GUN
Fires a flute of green laser, tearing enemies apart, limb by painful limb.

I HAVE THE... STARE
I stare at Turok. When he looks away, I say, 'I stared you out!'

TUROK HAS THE... PARTICLE ACCELERATOR
Cold fusion gun that freezes enemies in place then explodes them to bits.

I HAVE THE... RUN
Basically, when I'm in trouble, I run away.

TUROK HAS THE... FUSION CANNON
Earth-shattering nuclear gun that can destroy whole villages in one go.

I HAVE THE... PICK-AXE
My most powerful weapon yet! It'll really chafe when it makes contact.

THE CAMPAIGNER



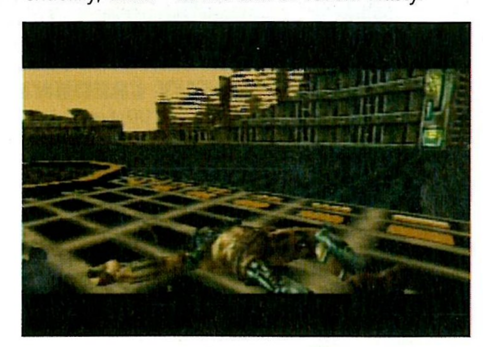


BAD GUY CREDENTIALS
Fey-named, fur-coated *Turok* villain, who's trying to bridge the gap between the mysterious Lost Lands and planet Earth by collecting up the eight pieces of the mighty Chronosceptor.

THE FINAL BATTLE
'Bwaahahahahaha!' screams The Campaigner – 'Camp' to his friends – as he welcomes you to his brown arena of death. After the awesome spectacle of the Mantis and T-Rex, a short bloke in pants, some furry boots and a Spanish tan was never going to put the willies up The 'Rok.

WHY IT ALL WENT WRONG
Facing off against Turok (and his arsenal of village-flattening weapons) armed only with a small pick-axe was always going to make things hard for The Campaigner, but he'd already made some critical errors: putting an army of dinosaurs out into the Lost Lands when his most hated adversary was a professional *dinosaur hunter* could be described as ill-judged, as could the decision to employ skeleton-faced men who couldn't run in straight lines. And as for leaving pieces of the Chronosceptor lying around for Turok to use in the final battle...

WILL HE RETURN?
Unlikely, given that he was on fire – and, critically, dead – at the end of *Turok*. Nasty.



GRUNTILDA





BAD GIRL CREDENTIALS
Wart-riddled witch intent on making herself more beautiful than her sister, Brentilda. Done by kidnapping Banjo's own dumb hick sibling, Tooty. And speaking in rhymes.



THE FINAL BATTLE
Incredibly, Grunty *almost* makes a mockery of those traditional bad guy final battle failures by introducing a veeeeery clever question-and-answer session. But not quite.

WHY IT ALL WENT WRONG



Her dodgy broomstick – the mop equivalent of a 1962 Hillman Imp – and inability to realise that the Jingos dotted about the arena might actually *help* Banjo & Kazooie contributed to a spectacular downfall. And when family are involved – it gets personal! By shunning Brentilda, Grunty ensured bear-and-bird received preferential treatment from her sister, and a wealth of helpful advice too. Oh, and if you want to be taken seriously in the world of the bad guy, you simply can't afford to say things like, 'I like your stupid shorts, they make an easy target for my dumb cohorts'. Sad.

WILL SHE RETURN?
Oh, yes. Somehow. Despite being crushed by a Very Big Boulder, Grunty is returning for furry sequel, *Banjo-Tooie*. (Perhaps as a flat, disc-like creature.)

Why bad guys fail

EVIDENCE

A revealing insight into why Grunty may have failed in Banjo-Kazooie...

PSYCHIATRIST
Why do you feel the need to be more beautiful than Brentilda?

GRUNTY
Some say beauty is only skin deep, but I say beauty is mine to keep!

PSYCHIATRIST
That doesn't really answer my question.

GRUNTY
Questions, questions all around, who's going to be next to make a sound?

PSYCHIATRIST
Can we get back to the beauty thing?

GRUNTY
Thing, swing, Highland fling!

PSYCHIATRIST
Riiiiiight. Can we just clear something up: I'm not part of your plan to kidnap Tootie.

GRUNTY
Oh, right.

PSYCHIATRIST
So, you don't need to speak in rhymes.

GRUNTY
What, not at all?

PSYCHIATRIST
No.

GRUNTY
But you still think I'm capable of murderous bear-destroying evil, right?

PSYCHIATRIST
I don't think you were scaring anyone by speaking in rhymes.

GRUNTY
Ha, you stupid medical fool, my rhymes are fearsome and shockingly cruel!

PSYCHIATRIST
Shut up.

GRUNTY
Okay.



GANON



BAD GUY CREDENTIALS
He might look like Jasper Carrot, but laugh at your peril! The King of Thieves is bad to the bone, as cunning as a fox, and wants the Triforce to create unspeakable evil. Unpleasant.

THE FINAL BATTLE
Opens with a game of lightning bolt tennis and finishes with a Transformers-style man-to-pig metamorphosis. Ganon makes things tough for Link with his ground-stomping oinking but – fatally – overlooks the tight-wearing elf's 'special sword' (nicked from the Temple of Time, charged up by Zelda's feminine magic, and saved for just this sort of occasion).

WHY IT ALL WENT WRONG
A degree-standard plot probably didn't help Ganon's simple pig-brain, and with the three-parted Triforce and the six sages of the Sacred Realm to take into consideration, it's not hard to see why. Failing to realise that the Ocarina would allow Link to travel back and forth through time and reunite the Sages certainly contributed to his downfall, while his decision, in the final battle, to sit and play his organ instead of, say, picking off Link with a high velocity sniper rifle *definitely* sealed his fate.

WILL HE RETURN?
You can bet your house on it. He may even return in *Zelda Gaiden*.





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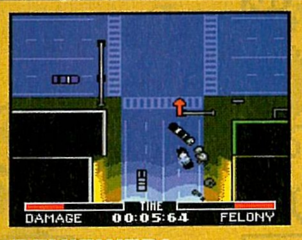
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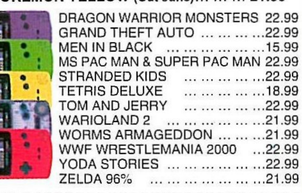
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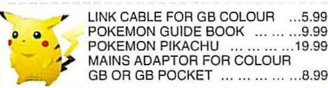
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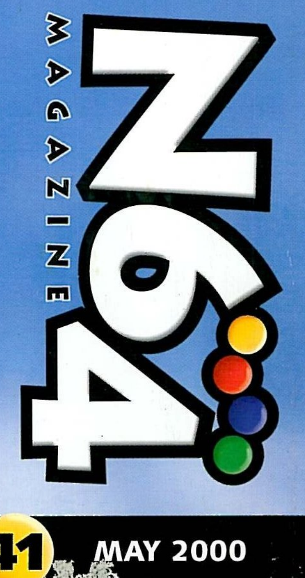
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